



MEAN MACHINES MARCH ISSUE SIX

e big welcome to our readers from Julian and the dirty dozen (well, three actually). We've printed the results from oodles of competitions, and Jaz describes the difference between a good game and a bad one - something for software developers to take to heart! Plus some horrific

pictures of the John Merrick-looking team.

All the latest news and sneak peeks at the current British console scene. Our tireless efforts to attend every freebie and press party have paid off as our sacrifices provide the hot info for you!

pan's the home of the hottest consoles, and the MEAN MACHINES contacts in the Land of the Rising Sun have sent various reports of what we an expect to see when it reaches our shores.

Hot diggety-dawg! Ol' Uncle Sam's called 'round, dropped a few bombs, and given us the lowdown on the games and peripherals coming out in the land of the free and ex-home of the braves in the next few months.

More epistles from Einstein's offspring, answered by MEAN MACHINES' diplomat - known to his fans as MEAN YOB. Fresh from his deportment classes, he'll educate and amaze you, as well as smash in your face it you're cheeky. Don't miss the great reader's art!

Questions, questions. That's all we get at MEAN MACHINES. Still, if you have any console-related posers then Julian's your man. And his prices are reasonable.



66



POSTER

Another wall-covering extravaganza courtesy of MEAN MACHINES. This month we give you Search And Rescue, an "Aliens"-inspired coin-op from SNK. Put it on your wall and scare your Mum!

Issues of MEAN MACHINES are like BR trains you'll be incredibly lucky to ever spot one. If missing the greatest mag since the last copy of MEAN MACHINES is depressing, then simply fill in this form and send it along with a cheque to be sure of never skipping a copy again!

RATINGS

If you don't understand the ratings system, hang your head in shame and never come out in public again. Alternatively, if being a born loser doesn't appeal, then read this page to get in the know.

PREVIEWS

JAMES POND

This bizarre underwater game from Electronic Arts gets a quickie from the lads. A preview worth its salt!



PGA TOUR GOLF

Another EA game imminent for release is PGA
Tour Golf, looking like one of the best golf games
ever. We've grabbed an exclusive look at the
game, and we've rushed the first glimpses to you!
Bless our little cotton socks.



CHARTS

Games move faster than a curry through Oz Browne, so the only way to keep up with the latest movers and groovers is to check out the MEAN MACHINES official charts. Packed with vitamins to ensure a glossy coat, our listings provide solid nourishment.

NEXT MONTH

We always let our readers know what's included in the next issue. We certainly don! I let the minor fact that we haven't a clue stand in our way, so why should you? By the way, no-one wanted Kylie and New Kids, so we've reluctantly dropped them from the mad. Boo hoo.

HOTLINES

Another sackful of amazing prizes are on offer this month, including a brilliant Super Famicom and a Megadrive. Are you so rich you've got all the consoles and games? If not you'd be an A-1 idiot to miss out on this easy-peasy competitions!

RAD GRAVITY

90

68

An upcoming Nintendo release gets the MEAN treatment as we preview this Activision game. Featuring an intergalactic sightseer Rad Gravity looks set to be a winner. Check it out in advance!

A BOY AND HIS BLOB

A bit of a strange one, this. A young lad frolics around with his pet, which happens to be a white blobby sack. To discover more, read the exclusive preview within...



ープリンセス・ブロブを救え!―

GAMES REVIEWED

NINTENDO

DUCK TALES 1
PAPERBOY 4
GAUNTLET II 5
NINTENDO WORLD CUP 8

SEGA

CALIFORNIA GAMES 46 STRIDER 62 DYNAMITE DUKE 70 PACMANIA 88

MEGADRIVE

AEROBLASTER 40 DYNAMITE DUKE 72 GYNOUG 78

GAMEBOY

CHASE HQ 54 CONTRA 57 ROBOCOP 82 JULIAN "JAZ" RIGNALL ART EDITOR OSMOND 'OZ' BROWNE STAFF WRITER MATTHEW "RAZ" REGAN ILLUSTRATOR GARY "GAZ" HARROD AD MANAGED MARTHA "MAZ" MOLOUGHNEY PRODUCTION ASSISTANT JO "GLEZ" GLEISSNER PUBLISHER GRAHAM "TAZ" TAYLOR THANKS THIS MONTH TO: Nobody at all. Not one person. Nobody deserves it and we ain't givin' it. So tough bananas. EDITORIAL AND ADVERTISEMENT STINKING PIT: Priory Court, 30-32

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COMPETITION HULLS
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write and most because of 11 Meeting.

Ant The bit at the bottom. Or, if you will, the bottom bit. Which sounds rather rude, really, if you think about it. Anyway, it's time for another Gameboy that wasn't won the other month in our sible film quotes competition? Well, it's back on offer. I want you to tell me the colour of the runby shirt I'm wearing (it's Jaz writing this by the way). It's a "proper" shirt - ie, a real rugby team actually wears these colours - so quess way. The only rule is you're not allowed more mpossible competition. Remember that Gameboy that wasn't won the other month in our impossible film quotes competition? Well, it's back on offer, I want you to tell me the colour of the rugby shirt I'm wearing (it's Jaz writing this by the way). It's a "proper" shirt - ie, a real rugby team actually wears these colours - so guess away. The only rule is you're not allowed more than one guess. Send your guess to: JAZZA'S AMAZING MULTICOLOURED RUGBY SHIRT, PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, ECIR JAU. The first person to guess the exact colours wins the Gameboy. Will anyone

ESECRETE REWARDS

The game I've been playing more than anything else recently is Super Mario Bros 4. And it's not because it's got extra special graphics or sound - by Super Famicom standards they're pretty average - it's the incredibly clever gameplay that makes it a winner.

There are so many hidden screens and bonuses, that even when you've finished the entire game you keep on going back to see whether you can find something else. And think it is this appect that is missing in many games - once you've finished them, there's no returning to them to try to discover if you've overlooked anything. Secret bonus points and screens really help enhance the game, and give the player something to look out for, rather than just dulfully run along the landscape.

Also, a decent end-game sequence is lacking in nearly all the computer games I've played. Most console games programmed in America or Japan have decent end-game screens, and I think it's very important indeed to have them - it gives you the incentive to finish the game and makes all the effort seem worth it. A classic example of an excellent end-game sequence is Super Many Bross II animated screens and special tunes make it seem like a spectacular occasion. On the other hand, at the end of the Sega version of Indiana Jones III you just get one crapps still picture with a "game over" message. Pathetic - hardy a reward for all the practice you need to put in to finish the game.

Super Mario 4 has a great end-game sequence, and you keep going back to finish it just so you can watch it. You aren't going to go back to a game that just says "congratulations; game over", are you?

So if you're designing a game, think about adding some secrets to give the game that extra bit of lasting appeal - and always leave enough memory for at least a couple of nice end-game screens...

INCREDIBLE SKIING CAT

Here's the coolest cat in town!
Pepper lives with the Barnes
family in Poole, Dorset and is a bit
of a sking fan, as you can see.
She was in her element when it
snowed recently, and was out on
the pistes of Poole morning, noon
and night. What a cat...

If you've got some funny pet photos, send them to us at MEAN MACHINES PECULIAR PET PICS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. We'll print as many pictures as possible - so get snapping!

In fact, if you've got any funny photos of yourself, send them in to the above address. Here's your chance to get farme and fortune by getting your face printed in MEAN MACHINES!

MORE SUPER PICS

Andrew Jones of Manchester has sent in a great picture of the team in Mario World. Cheers Andrew! That gifted artist fellow, Jasvinder Bhui is also back again with another stunning picture - although we're wondering whether he

means that once you start reading, nothing can stop you going to the tolei? Who knows - but it's an excellent picture, anyway. Finally we've got one from Robert Hicks of Halisham in East Sussex, whose big and beely android certainly put the wind up Gary Harrod! Thanks to everyone for sending in pics - let's have some more please.





MEAN MACHINES 6

PRIZE-WINNERS **ROUND UP**

Here's a list of Hotline competition winners. Issue Three's prize winners were as follows:

GAMEBOY Alan Scott of Gloucester

MEGADRIVE

Daniel Mossop of Palmers Green, London

ATARI LYNX

Tom Havnes of Liverpool

£150.00 WORTH OF SOFTWARE Chris Butcher of Blackpool

THREE GAMES

Brian Fairbank of Crawley, Sussex

Congratulations all round. As for Issue Four, the winners were as follows:

GAMEBOY Stephen Cox of Wivenhoe, Essex

£150.00 WORTH OF SOFTWARE

David Richards of Newcastle

MEGADRIVE Christopher Fallow of Swansea

THREE MEGADRIVE GAMES Paul Devine of Warley, W Midlands

SUPER FAMICOM

Simon Hutchinson of Plymouth (the lucky swine)

Because of the problems in getting hold of Dai Ichi Consoles, we were unable to offer the full set of prizes for that comp. However at the last minute, those very lovely people at PC Engine Supplies of Stoke stepped in and provided a Super Famicom for the winner - Simon Hayes of Nottingham. Congratulations, matey, we hope you enjoy your fabulous new machine



In the office John Madden League, two-times runner-up Jaz had his worst season ever, finishing bottom with Atlanta. "They're complete rubbish and I'm not playing with them again", moaned the so-called video game champ. "It's Cincinnati for

Yeah, yeah! CURRENT FAVE GAMES: MARIO 4, JOHN MADDEN'S (BUT NOT WITH ATLANTA),



After Inishing the last three seasons bottom of the league, Matt Iound form with the macho men at San Francisco and stormed through to become league champion. They re slippery customers, and can get in all the appas' said a delighted Matt. He's drawn Chicago for next season - oh dear! CURRENT FAVE CAMES: FINAL FIGHT, JOHN MADDEN S. MICKEY MOUSE



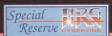
OZ "DROP-OUT" BROWN
OZ was doing pretty well this season with
Washington, until arge amounts of work forced
him out of the league. "I've just got too much to
do", moaned MEAN MACHINES art lad, "and yo
gues are putting me under too much pressure",
the snow off to join the local flower pressure."





GARY "BUFFALO" HARROD couldn't have any lun', moaned Gaz, 'next season I'm joining the hunky boys at Buffalo - everybody better watch their backs'. CURRENT FAVE GAMES: SMUGNESS II - THE ULTIMATE GLOAT





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CONSOLES WE ONCE LOVED

NUMBER FIVE: GRANDSTAND

The Grandfathers of all home video games were the "Grandstand" generation of machines. These very simple black and white machines first appeared in the mid 1970's and gave the user four different games to play - tennis, football and one and two-player squash.

The graphics and sound were simple in the extreme - games were all displayed from an overhead viewpoint, and featured a square ball and blocky bats which moved up and down. The object was simple - get the "ball" past your opponent over the best out of 15 rounds.

Due to the rather basic programming, games could go on for ages, simply because good players could predict exactly which angles the ball would rebound of the walls and bats and therefore return it to the other player. Later models of the game incorporated a feature that let you increase the speed of the ball and also adjust the size of the bats to handicap the player - but it hardly improved matters.

Although the machines had several stages of development (the last models of this type of video game unit had colour graphics and as many as 20 different game variations, including target practice and ice hockey). their market was completely blown away when cartridge consoles like the Atari VCS and the Philips G7000 appeared at the end of the

Still, even though we poke fun at them in this day and age, if it wasn't for those machines, there wouldn't be such things as Segas or Nintendos!





GAME GEAR **LESS THAN** £100.00

Sega have announced that their colour hand-held machine will officially go on sale at the end of April and will cost £99.99 - £25.00



would be its on-sale price. The TV adaptor will appear

later on this year and will cost around £50.00. This excellent little widget turns your Game Gear into a truly portable colour television. When you consider that a proper pocket-sized TV with a screen of similar dimensions would cost you around £120.00, that's pretty flipping amazing value for money!





LYNX PRICE DROP TOO!

It's certainly price crash month! Atari have just announced that the price of their colour hand-held machine, the Lynx, is to be cut from £125.00 to £99.99

Whether this has anything to do with Sega's announcement of the release price of the Game Gear, or whether they're just trying to muscle the Gameboy out of the market is anyone's guess, but one thing's for sure - if you're out to

buy a hand-held, you've never had it so good!

While we're on the subject of the Lynx, a load of new goodies are soon to be available for the machine. There's a carry case (a hard case that carries your Lynx. games and power supply), a pouch (a soft case that carries a Lynx and a few games), a sun visor (lets you see the screen easier in bright light) and a cigarette lighter plug adaptor (get power from a car's cigarette lighter during those long journeys and save tons of money on batteries).

The first games to appear for the machine will be G-Loc. Mickey Mouse. Super Monaco GP and Wonderboy, Mickey Mouse and Wonderboy are very similar to their Master System counterparts, and Super Monaco GP is identical except that it's a single player game. Other titles planned include Leaderboard, Columns and Pengo.

We'll be having an in-depth look the machine next month.





R-Type II is due out on the Super Famicom next month, and by all accounts it's a real scorcher. It's a pixel-perfect replica of the original Irem coin-op AND features a whole new level developed especially for the machine! We'll be bringing you an in-depth preview as soon as we can get our hands on a copy. Pant, pant!





UN SQUADRON BETTER THAN ORIGINAL! Another scrolling blast 'em up soon to appear on the Super Famicom is Capcom's UN Squadron. Once again we're promised that it'll be a perfect copy of the arcade game, and will improve on the original machines by having extra levels and gameplay tweaks, such as the chance to buy different planes as you progress through the game! It certainly sounds a bit good to us, and once again we promise to tell you

all about it as soon as we have a copy of the game!



MASTER SYSTEM GAME GEAR ADAPTOR

Here's an interesting news item for Master System owners. A firm in Hong Kong is currently working on an adaptor that lets you play Master System games on the Game Gearl

This handy item plugs into the cartridge port of the Game Gear and has a connector at the top which allows you to plug in Master System titles. Although it's a little unwieldy, it's certainly well worth having since it allows you to play all your favourite Sega games when you're on the movel

DATE UPDATE

During May, June and July there's a vertiable mound of Nintendo releases, kicking off with Goal (Inat's Mart's poke), a football game which should be miles better than Nintendo World Cup. There's also Solstice a 3D forced perspective areads game which by all accounts is a shumer. Mission impossible (the game of Int'P Me es), Briddhoyalds, Super Spike horrendous Tom Cruise firm). A Bry and his Blod foreviewed later this issue! Carefully, Schadel, and Conveyed for the six sold. (previewed later this issue), A Boy and his Blob≦ Battle of Olympus. As usual, we'll be reviewing all these games ov the next few issues.





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SEEAK GAME GEAR SOFTWARE Columns .. Pengo. Super Monaco GP. Wonderboy ... G Loc.

Junction

Golf... Baseball 91

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.TBA

All above NES titles are UK releases WE NOW HAVE A WIDE SELECTION OF SECOND HAND GAMES AVAILABLE FOR THE ABOVE MACHINES

ises Gameboy/Lynx/PC Engine/Neo Geo/Nintendo/Sega. We have a lot more available than listed above. SAE for full price lists Please make Cheques + PO's to: RAVEN GAMES LONDON. P&P Machines: Gameboy £2/GT Game Gear £3/Engine Lynx £4/Megadrive Neo-Geo Famicom £5/Games £1 (Execpt Neo-Geo £2.50)



€29.95

£29.95

Mega Man II

Ghostbusters II

World Wrestling.

Paperboy.





Dangerous Seed



Wrestling seen on BskyB - will be spanging off the ropes when they hear that LJN are releasing WWF Wrestlemania Challenge on the Nintendo later on this year.

The game stars eight of the most famous WWF stars, including Hulk Hogan, Bossman and the Ultimate Warrior, and has two and three-man tag team action as well as a single-player wrestle action for those brave enough to face the beefy grapplers on their own!

The graphics certainly look excellent, and we'll be giving you a full preview as soon as we get our hands on a copy.





MINI WRESTLEMANIA

If you're a wrestling fan on the move, watch out for WWF Superstars, coming soon on the Gameboy, Starring Hulk Hogan, Macho King Randy Savage, the Ultimate Warrior and five other WWF stars, it features in and out-of-ring wrestling and a two-player link-up



DON'T LOSE YOUR HAT!

Hatris, the follow-up to Tetris is soon to be available on the Nintendo! The idea is to guide hats that fall down the screen onto heads at the bottom of the play area. When several hats of a kind are placed on top of each other. they disappear. Weird, eh? It's sounds very simple, but like Tetris it's incredibly addictive and is bound to do well when it's released over here later on this year.



ニエース

SMIN

FROM USA

ALTERED SPACE...

Just released in America is Altered Space, the first forced perspective, 30 arcade adventure to appear on the Gameboy, Set aboard a droid packed space ship and featuring eight flevels of action, over 290 rooms, great graphics and stereo musics and sound effects, it looks like a really neat little game, with plenty to challenge an avid arcade adventurer. There's no official UK release date as yet, but as ever we'll be bringing you more news as and when we have





TAITO

BUBBLE BOBBLE BOUNCES BACK

Released a few weeks ago in the US, and scheduled for launch in a couple of months time, Gameboy Bubble Bobble looks every bit as

good as its Nintendo counterpart. Featuring Bub and Bob on a quest to free their world from the evil Baron Yon Blubba and his henchmen, there's plenty of bubble-blowing action and excitement. The graphics and sound are apparently very close to the original arcade machine, and there's even a two-player link-up for multi-player link-up for multi-player link-up

MEGAMAN III: BACK AND BAD

n America, the third in the Megaman series has just been released. Once again it stars the multi-talented Megaman as he goes against more of Dr Wily's creations - Snakeman, Hardman, Geminiman, Magnetman, Needleman, Shadowman, Sparkman and Topman - plus Dr Wily and "a few old enemies from Megaman I and II"! The graphics certainly look excellent, and by all accounts the game is just as good as Megaman III It's thought that Megaman III will appear in the UK in November - so expect reviews and previews in the October edition of MEAN MACHINES!

IF THE IDEA OF TAKING ON 60 TOP GOLF

PROS SEEMS DAUNTING, THAT'S PAR

FOR THESE COURSES



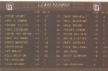












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EL CTR NIC ARTS



When Scrooge McDuck sets out to have an dwenture, he certainly knows how to go about it. This game is set all over the world, as Scrooge travels between exotic locations looking for his nephews Hewie, Dewie, and Lewie.

Duck Tales is a platform game with a total of five levels, which can be tackled in any order. However, they ascend in difficulty, so it's usually a good idea to take them in sequence. Finding keys and other objects gives access to parts of other levels, forcing the order of gameplay to a certain extent.

Scroope runs, jumps and ducks (no pur intended) his way through the game, and has a very useful walking cane. This provides a sick with which to bat obstacles out of the way and so they coilide with baddles. The other use is that of a pogo stick. McDuck bounces around the screen, zapping the nasties through judicious use of the directional pad. Various chests and boulders litter the indiscape, and when bounced upon reveal gems and food for borus points and energy to



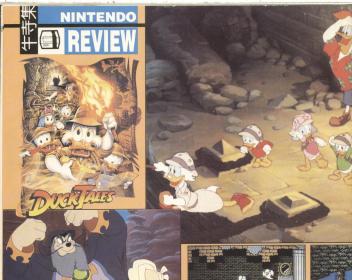








has some hilarious movements and reactions, especially when he's caught in the snow of the fourth level! The action is pitched just about right, and the three difficulty levels add a great deal pries that when Scroogs dies, pries is that when Scroogs dies, pries is that when Scroogs dies, beginning of the level - no matter how close to the beginning of the level - no matter how close to the not you are. Still, this is only a minor point, and doesn't distract from the overall excellence of the game. The control can be a little on the awkward side, especially when trying to get Scrooge to bounce. However i recommend this game highly. It's well worth purchasing.







Duck Tales is set over five locations, each with its own backgrounds, scenery and monsters. Here's a list of the places and their idiosyncrasies:

18



This world is populated with gorillas (Gorillas? In the Amazon?), snakes, and giant spiders. Vines lead up and down, giving access to other areas and bonus levels.



The home of Count Dracula. Expect to meet skeletons and ghouls as McDuck travels through the rooms and passageways of the castle. Magic Mirrors provide teleporters to different areas.



Surprisingly set underground, this level pits our aquatic hero against snails and strange slime creatures. Luckily food is on hand to replenish energy.



COMMENT



Duck Tales is a fine arcade adventure and features some exceptional graphics and some very tough and challenging gameplay. I like the idea of being

and challenging gameplay. I like the idea of being she to tackle the idea of being she to tackle means you don't have to play early levels over and over again. But each though you can the second you can still to gat all the way through the game in one go. With its many neal touches, and beautifully balanced difficulty level. Duck Tales provides laughs and addiction in equal doses. You'd be "quackers" to miss it (that have).



NINTENDO

SEVIEW (1)



GAME START
EASY NORMAL DIFFICUL
& THE WALT DISNEY COMPA

BY: CAPCOM RICE: £34.99

RELEASE DATE: APR
GAME DIFFICULTY: MEDIUM
LIVES: 3
CONTINUES: 0
SKILL LEVELS: 3
RESPONSIVENESS: FINE







PRESENTATION 82%

The intro screens are a little on the flat side, but allow the player to get straight into the action.

RAPHICS

The wonderful main sprite more than makes up for the slight repetitiveness of the underground passages.

SOUN

880

Again, the quality of the sound effects and music is very high.

AYABILITY 90%

Despite slight niggles about the controllability of McDuck, the action is well paced and exciting.

ACTARILITY 950/6

Three difficulty levels and five large levels make this game one that you'll come back to again and again.

DVERALL 90%

A great game with a true sense of humour, Duck Tales is a worthy buy for Nintendo owners.

GOODIE GRAB BAG

Items galore litter the levels of Duck Tales. Gems, both large and small, either fall from the sky or are found in chests. Food, often in the shape of cakes, restores energy to the abused amphibian. Collecting goodles is a good way to gain extra points, but care must be taken - creatures often regenerate every time McDuck, re-enters the screen, meaning that danger and death can rear their ugly heads.

HIMALAYAS



A snowy wasteland populated by snow goats, falling icicles, and slippery slopes. Yet again spiders attack the wandering, waddling millionaire.

THE MOON



The final and most difficult level of the game. Aliens bar the way, and it's up to Scrooge to find his way onto the spacecraft to complete the game.





WARNING! LETTER ZONE!!!

Surf's up! YOB is relaxing in the Sun on a desert island beach this month - he's on holiday - and we've sent your letters on to his vacation location. If you've got anything to say to him - or have pictures, cartoons or even photographs -send them to: YOB'S WIBBLE WIBBLE PLOP PLOP SPING SPANG SPONG MAILBAG. MEAN MACHINES PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a top month prize of £150.00 worth of software for the best letter of the month, so get writing, scribbling or snapping. Or farting if you like.

a stingy one page Moonwalker review and a bad review on a rubbish game, Hard Drivin'.

rubbish game, Hard Drivin' I expect I'm speaking for many devoted Megadrive owners, so come on lads. Get a grip, pull your socks up and give us a good explanation for this (if you've got one!), or soon mean YOB will be known as SLOB YOB Mark Hale, Stroud, Glos YOB: You're a silly merchant banker and no mistake. We review all the Megadrive games we can get our hands on - is it our fault that in one particular month there are only three Megadrive games released? No. of course it isn't. What's the matter? Are you really that stupid? So come on lad. Get a grip, pull your socks up and give me a good explanation for your lack of brain power.

WHINING MEGADRIVE OWNER

Dear Mean YOB, Hmm...Tut, tut! What a pathetic issue January's edition has turned out to be for proud Megadrive owners.

I had been searching the shops for MEAN MACHINES for a few days - specially for your great reviews on the Megadrive games-but when I looked at the contents I thought, "Mmm... only three reviews this month for the Megadrive? Oh we, they'll be good, anyway".

But then, to my amazement, only one of the three was any good - Battle Squadron. There was

THIS ONE'S THICK

Dear Rock in YOBBO, How come Rainbow Islands scores 92 per cent? Are you lrying to tell me that this game is in the same class as someting like John Madden's bottball or Strider? You must be joking I can't for the life of me think why that game got such a high percentage. OK so it's a brilliant conversion from the caractel to the Megadrive, but it's a pathetic, repetitive platform game with no gamelyst. This conversion will obviously appeal to fans of the arcacte version but of otherwise it's a

really dreary game.
The conversion factor probably

YOB!

INCREDIBLE

Dear WELL HARE YOB. I read MEAN MACHINES every month but can't understand why there are so few reviews. They get fewer and fewer each month

In issue one it wasn't too bad. You were averaging 19 to 20 reviews per mag, but each month it's got worse and worse. Reading issue four. I see it's now down to only 17 reviews.

I know each review is very well done, and in much detail, but to pay £1.75 per month for MEAN MACHINES just to find the number of reviews is getting lower and lower doesn't seem worth it.

For example, other magazines such as Raze - which isn't even a console magazine and mostly reviews Amiga, ST or IBM games now reviews at least thirty console games. So come on MEAN MACHINES. Surely you can do better than this, It's a fab mag and could be even better with more reviews. So come on, give your readers value for their money.

WRESTLE

Dear MEAN YOR. Apart from being stupid in my spare time I have the occasional blast on my Megadrive. I don't have that large a games list but

accounts for the misunderstanding

it wouldn't be a bad idea to abolish

over its overall percentage. Mayb

MEAN MACHINES is a well 'ard

MACHINES staff think Rainbow

Islands is a brilliant conversion, or you're just a bunch of insane head

estion. Either the MEAN

all confusion. Apart from that

mag. Please consider my

cases. Ryan Ayirebi, Beaconside,

Stratford

being a fan of American wrestling, too, I bought Ringside Angels, which I'd love to see reviewed in your brilliant mag.

Oh, just one other thing. Why do people call you MEAN YOB? Is it because you were such a bully at school? But MEANEST YOB, you don't scare me. And if you think you can get away with not publishing my attempt at a good letter, you've got another thing coming

Patrick Hill. Scott Road, Milehouse

YOB: We've had Ringside Angels for a while in the office, and it's a great laugh - and it's dead pervy too. We might review it next issue, so keep your jock strap out. The reason why I'm called "MEAN" YOB is so that the post sorters don't get my C+VG letters confused with my MEAN MACHINES letters. If they've got MEAN YOB on them, they go on the MEAN MACHINES pile. If they've just got YOB on them, they go on the C+VG pile. I have to explain this in detail because you've obviously had a lot of practice

MR STUPID

at being stupid.

Dearest Yobarian I know you'll put this letter in your letters page!. I rate myself a pretty hot megadrive player. Completing Golden Axe made me the best in this country, and my friends also rate me brilliant. But they say that Spectrums have better graphics

than Megadrives - are they fibbing? From a mean game player YOB: Not only are your friends fibbing, they're also very stupid indeed and deserve to have their Spectrums inserted into their bottoms - are they all blind, or what? Come to think of it, you're even more stupid for asking me whether they're right or not. Are you blind too? What is it this month with all these stupid people?

IT'S CHEAP IN

Dear MEAN YOB. I've just returned form a Christmas holiday in America. I must admit I was pleasantly surprised when I found out how cheap console equipment is there, compared to England. My friend bought a Sega Master System just before Christmas and paid £70 here while in America an updated Sega Master System II was only £30. Nintendo games are half price at

I'm the proud owner of Megadrive and I bought myself games from just £15 for brand new stock. Could you please tell me why the game prices and the consoles are so much dearer in England? I think that anybody who pays these high prices must be mad. The English console users should object to paying them. Computer software shops don't understand that we are their business and if we object to paying

these extremely expensive prices then they'll be forced to charge less. My advice to all console players is to buy an American computer magazine and import your games yourself Stewart Strimberg, Broughton Park, Salford YOB: Annoying though it is for us, in America it's discounts ahov. This is mainly due to the fact that the console market is even more competitive over there than it is here, and the stakes are far higher. I wouldn't import your own games if I was you - if your stuff gets intercepted by the jolly Customs and Excise people, you'll get stuffed for import duty, which can be quite expensive. If you must buy import games, get them from a known importer. who's already paid import duty

and gives some sort of

guarantee.

Dear MEAN YOB. Please could you tell me who the hell (pardon my French) Dwayne Minton of West Wormwood is. because every time I see the name. I start foaming at the mouth and my skin starts to flake (honestly, it does)

And, if you've already told us, I couldn't really give a sheep's breath freshener. (Excuse my hard tone of voice.)

Yours slightly green in the face. John Allen, Broomhill, Sheffield, YOB: See? You don't even know the guy and he's set you foaming at the mouth and making your skin go all funny! What do you think it's like for us? We've actually seen this disgusting creature.

MY PARENTS ARE CRUEL Your Royal Yobness

After doing ten male hairies each night for the past two weeks. having six very bad fits and catching a bad case of halitosis. I've finally come up with something to say.

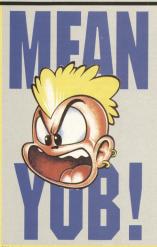
and the games usually cost around MEAN MACHINES



YOB: What's this conversion

about? It's news to me. And as for confusion - you're certainly confusing me. Of course Rainbow Islands will appeal to fans of the arcade game - if you

be a bit strange if you liked the egadrive version, which is identical. Anyway, the MEAN MACHINES staff do think it's a brilliant conversion, okay?



£30, but because of stingy parents I'm only just able to buy one game every three months! That's three to four games a year! Eeeek!

When I buy my games I usually check to see which ones you've reviewed, so I get a pretty good idea of which to buy and which not to buy. The games I'm interested in are golfing games, such as Leaderboard, and flight simulators. But the only flight simulator I can find is F-16 Fighter.

Could you please tell me, as I'm so desperate (and you're so clever!) which golfing games are the best and if there are any more flight simulators for the Sega. Your most poor and desperate

fan David Robertson, Richmond, North Yorkshire

YOB: It's simple, it's easy, it all tastes very cheesy. Jazza-babes says Leaderboard is the best golf game on the Sega. It's not out until later on this year, but he said he played it the other day and it's excellent and is well worth waiting for. There are no

KNOBBY NEO GEO

Dear MEAN YOB, May I firstly congratulate you on producing such a "mega mag". It caters for all a console owner's needs! But, there are some feelings a rumbling deep down inside of me - occasionally even causing me to throw up!

I believe that anyone who owns a Neo Geo must have the brain power of a 103-year-old Egyptian camel.

Who in their right mind would fork out £400 for such a console. and then fork out another £200 each time they fancied a new game!

It's ludicrous! Do the makers actually believe the Neo Geo can be a success?

Just think, for the price of one game, you could buy a spanking

plans for any flight sims on the Sega, so it's no-go, Ro. By the way, tell your parents that if they don't buy you more games. you'll ring Ester Rancid and have her make them parade about naked on "That's Crap" with flowers stuck up their bottoms to punish them for mental cruelty to their child. Or something like that.

MONTANA ANY

Dear MEAN YOB,

I own a megadrive and you only have three to four reviews for it in each mag. Surely you can understand my point - and probably lots of other people's, too. Christian Difelice, Lakeside, Cardiff YOB: Raze, the self-proclaimed "World's Best Consoles and 16-bit Computer Magazine" (cor - if they're not spinning yarns they're spinning cars off Brands Hatch racing circuit, eh JB?), has 20 console reviews this month - including five on systems MEAN MACHINES doesn't cover. We've got 15 reviews (and several big two-page previews on top of that). So what are you whining about? Anyway, C+VG does

more games reviews than both Raze and MEAN MACHINES put together, and it's 65p cheaper than Raze and has more pages so read that instead. The reason why we're selective with what we review is because we can offer maximum coverage - after all, where else can you get three or even four-page reviews? That's what MEAN MACHINES is for - depth. If you want loads of coverage, you buy a different magazine you doze!

IWANNA **POWER GLOVE**

Dear Jaz. I recently borrowed The Wizard from my video shop and in it a boy has this glove with loads of buttons and stuff on it. It's called the power glove. Is there really such a thing as this power glove? Jeremy BABB, Blue Anchor, Somerset. JAZ: Yes indeedy, the Power Glove does exist. It's been

around in America for a few months now and is quite a neat gadget. There's no release date for the thing in this country yet, but it will definitely come out. I'll give you more information when I have it.



variety of quality games available! The Neo Geo is the biggest joke since Jaz Rignall's haircut! Phewl I'm glad I got all that out

of my system. Keep up the good work. John Fawkes, Felixtowe, Suffolk

YOB: The price of Neo Geo software is definitely way, way, way too high, but there is an owner's club which hires out new Megadrive, which has a better games for around £25.00 a

month, which is a little more reasonable. The problem I've actually found with the games is that they're very easy - the graphics and sound are always excellent, but the challenge is lacking in many of them! Still. some of the newer games are supposed to be very good although because we here at MEAN MACHINES never get sent any, we can't tell you which ones they are.

























And the questions continue to pour in. Who, what, where, when, why, how much you name it, it's been asked. Well, I'm here to answer your questions. as long as they're answerable. As ever. give as much detail as possible about your question or problem. and actually think about what you're writing . sometimes I need to be a mind reader to work out what you're actually inquiring about! The address to write to is: MADAM JAZZA THE FORTUNE TELLER, Q+A. MEAN MACHINES. PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, EC1R 3AU.

SEGA ARTISTE

Please can you tell me if there will ever be any art packages for the Master System and whether any new basketball games will be coming out for it in the near future. I think that Mean Machines is a mega cool mag. Ryan Barwick, Plymouth, Devon JAZ: I doubt very much whether

package - that sort of thing doesn't really work on a console. If you want to do graphics, you should really look at buying a computer. As for basketball games, as far as I know, there aren't any planned at the moment. WHAT, HOW

GOOD AND ALL THAT

Dear Jazza. I'm now the proud owner of a Megadrive (I won it in the C+VG Kick Off 2 challenge) and I'd like to have a few quickie questions answered...

- 1. When's Mickey Mouse officially out on the Megadrive?
- 2. Is Wonderboy 3 any good on the Megadrive? 3. What's the storage capacity
- of an MD cartridge? 4. What happened to John
- Madden's play guide? 5. When will you get a HAIRCUT?

Answer these questions and I'll pay the bill for your long awaited haircut.

Liam Dystant, Mornington Square. London JAZ: 1. Next month. 2. No, it's a

real disappointment and is not worth the money. 3. Up to 1024k (the equivalent of two STs or Amigas). 4. We're still working on it (we keep finding newer and even better tactics), 5. Sometime, maybe - but when I do, you'll get the bill... with enthusiasm and they might even give you a little extra cash). If money is a problem. why set your sights on a mega-expensive machine? Why not start with something a little more modest - you should be able to pick up a second hand Sega or Nintendo with a couple of games for around £50.00-£60.00. Unfortunately you're just finding out that like just ain't easy - wait until you want to buy a car or a house...

YELLOW KNEES AND RED TREES

Dear Julian,

I am wondering whether an imported Famicom will be compatible with a British Nintendo and how can I get my hands on Mean Machines 2 and 0? John Edge, Manchester JAZ: An imported Famicom isn't compatible with a British Nintendo. Issue 2 is sold out and issue zero is very ,very rare (only about 10 now exist, and I've got most of them).



FAMICOM QUERIES

WHEN'S SONIC COMING?

Dear Jaz Please Jaz could you put me out of my hellish torture and tell me when Sonic the Hedgehog is coming out on the Megadrive. Daniel Mann, Menstrie. Clackmannanshire JAZ: Errrm. Apparently it's scheduled for release in May we're desperately trying to get our hands on it because it's

completely mega! And as soon

JAZ: Japanese is used mainly, although all the arcade-style games we've seen so far do use English. American Famicom games will almost certainly not work with Japanese machines, but maybe an adaptor will

as we do, rest assured there'll be a big review all about it... RECHARGABLE

DESTRUCTION Could you tell me if putting

re-chargeable batteries in my Gameboy will knacker it in? Also, are there any football games available for the Gameboy and are they any good? Craig Nightingale, Sheffield JAZ: First of all, rechargable batteries work fine with the

MONITOR MONITOR!!!

Dear Jaz. I've just bought a UK Megadrive and I was wondering how to fix it up to a monitor. In the manual it says it uses the same connections as you use when plugging it up to a TV, but my Dad says a monitor doesn't need an RF switch. (Incidentally, my dad works for a computer company). Could you tell me how to do this, please. Brian Bearson, Hemel Hempstead, Herts

JAZ: I can't tell you because you haven't told me what

your monitor, but if you go to your local computer store (a good one) and tell them what monitor you've got, they should be able to provide you with the correct lead.

A Q+A COMPLAINT...

Dear Jaz When I first looked at this magazine I saw on the first few pages a photo of you. I said to myself. "now that looks like a polite person", but I was to be proved wrong, for when I turned to your letters column, Q+A, the only answers I could see in reply to the questions strangely resembled

rather rude insults. Please, please try and be a bit more polite. OK? Anyway, now to my questions which. I believe, is what your

column is for! 1. Is speech available for the Gameboy?

2. Is Chase HQ on the

Gameboy any good? 3. In last month's issue, in

are the ones who ask really

stupid, completely obvious, or

YOB's Gossip, there was a review column, but no picture above it What was this picture meant to be? Andrew Cadogan, Harbury, Warks JAZ: The only people I'm rude to

badly phrased questions (rather like your first one). Ask a decent question, and you'll get a decent answer, it's as simple as that. And if there's occasionally an insult thrown in there for good measure, well, that's what makes entertaining reading... Is speech available on the Gameboy? I suppose you mean, is there speech in games on the Gameboy. Well, speech is possible, but it hasn't been used in any games yet (it takes up a lot of memory). Chase HQ? Read the review elsewhere in this issue - I thought it was rubbish.



Gameboy. Secondly, there's only one football game available for the Gameboy and it's completely and utterly crap and I wouldn't waste my money on it.

MEGAMAN III ALREADY?

Dear Jaz.

I have recently purchased a Mattel version of the NES and I would like you to answer these questions for me (please).

1. Will Golden Axe ever appear

2. I've heard a rumour about a

Megaman 3 coming out on the Nintendo. Is this true? 3. Is the light gun worth getting?

By the way, I think Mean Machines is the best mag ever. T Bellingham, Tunbridge Wells,

JAZ: 1. No. 2. It's already out in America - expect it to appear in the UK in November, 3. To be honest, all the light gun games are rather limited and get dull quickly.





SEGA???

All I want to know is, are any of the Super Mario games coming out on the Megadrive, and if so, when? Warren Campbell, Bellast, N Ireland

JAZ: No way. Can you imagine Nintendo letting their star character appear on a rival machine? Not ruddy likely! If you want to play with Mario, you'll have to buy a Nintendo, I'm afraid.

REASONABLE AND INTELLIGENT QUESTIONS

Dear Jaz, At the beginning of every Q+A you say "Make your questions reasonable please, or they won't be printed" and "If your questions are intelligent, I'll answer them". Well, I think my four questions are both of the above, so please print

Is there any way you know of copying NES Nintendo games?
 I read somewhere that a tape deck or disk drive could be fitted to the underneath of the Nintendo. If not, what does fit there?

3. In your C+VG Magazine,

number 111 on page 11, there was

an article about the illegal handheld Express, which takes NES Nintendo games. Do you know if Nintendo will be bringing one out?

4. Do you know anywhere that I could get my grubby mits on the Express?

NO NAME, Telford, Shropshire JAZ: 1. You can copy Nintendo games, but you need a special factory, a large-scale EPROM blower and a micro-electronics workshop. And also somewhere to run to when Nintendo's legal people catch up with you. It's cheaper to buy them... 2. In Japan you can get disk drives for the Famicom, but Nintendo decided not to bother to release them in this country or America. 3. No, they won't, 4, I think you can get them from Taiwan, but they're illegal.

FINALLY FINAL FIGHT Dear Jaz,

Will Final Fight be released for the Megadrive? You said in issue number 2 that it will be released later in 1990, but in issue number 4 you said it didn't look as though it would be released for the Megadrive or not? Jonathan Butterworth, Tyne and Wear

SPEEDBALL AND POOL

I'm a proud Megadrive owner who'd like to congratulate all the staff at Mean Machines - what a magazine!

Please could you answer a few simple questions.

Speedball has recently come out for the Sega. I was wondering if we'll see this, or possibly Speedball 2, out for the

2. Are there any pool games available or in the pipeline for the Megadrive?

I have a PAL Megadrive and I have a PAL Megadrive and Scarl socket. Is there something for the back I could purchase to utilize my new scart socket? Conrad Armstrong, Havant, Hant JAZ: With Speedball out on the Sega, It's quite possible that a Megadrive version will appear-I'll give you more details when I



JAZ: At first it was thought that Final Fight had been signed up by Sega for the Megadrive. However, Nintendo swept in and got the exclusive rights to produce it on the Super Famicom only. As it stands

there are no plans for a Megadrive, Master System or Nintendo version of Final Fight. If the situation changes, you'll be the first to know.

THE LOTUS POSITION Dear Jaz.

I just want to ask you one question and it's this: is Lotus Esprit Turbo Challenge coming out on the Megadrive? If so, please tell me when. Please, please print this letter, awesome dude!

Paul 'anxious to know' Spooner, Sheffield

JAZ: Lotus Esprit Turbo
Challenge would certainty make
a brilliant Megadrive game, but
sadly Gremlin have no plans to
convert it at the moment.

MASTER

SYSTEM MEGADRIVE EXPANSION? Dear Jaz.

At the back of my Sega Master System there's a panel that, when slid off, reveals a strip of contacts planned. If you want to connect your Megadrive through a scart port, ask your local computer shop for a Megadrive scart lead - It should cost about £10.00. that leads to the cartridge slot. Friends of mine say that it's possibly for expansion to a

Megadrive. If so, how would this be done and would it be expensive? Christopher Andrews, Romney Marsh, Kent

JAZ: They're talking rubbish.
The panel underneath the Sega isn't used for anything.

CAN I CONNECT?

Dear Jaz, I'm writing to find out if I could use a Scart Super Famicom on a Commodore 10845 monitor. If so, would you tell me what I would need to connect it? Alan Downie, Great Barr, Birmingham JAZ: It's so-o-o easy! The Super

Famicom comes complete with a scart plug - all you have to do is stick it in the back of the monitor and off you go...

A HAND-HELD AMIGA?

Dear Jaz, Please could you tell me whether or not there will ever be a hand-held Amiga and if so, when

Bret Jackson, Emsworth, Hants JAZ: I doubt it very, very much!

will it be out?

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TIPS



Wooo-weee! Look at the size of that tips section! Following these words are eight pages jam-packed with the finest tips we could get our hands on. Plus, there's two pages of the helpline. where gamers can offer their expert services, and those who are stuck can ask MEAN MACHINES games guru Jaz Rignall for help! Don't forget that there's £150.00 worth of software on offer to the sender of the best tips of the month, If you've got maps, tips or anything you think that will make the lives of fellow players even more iolly, send your stuff to: MEAN MACHINES TIPS. PRIORY COURT, 30-32 FARRINGDON LANE. LONDON, EC1R 3AU, If your tips are the best next month. that software could be yours...

STRIDER

To get continues simply press the start button when "Game Over" appears. This works three times. This useful tip has been supplied by Andrew of Muswell Hill, London









THUNDER FORCE III

Here's a gorgeous bip from Wilson Yeung of Sydney, Australia. It supplies the most powerful weapons to the needy. At any point during the game, press start. Next press by the times, 8 noe time, Down twice and 8 brice more. Hit start again to un-pause the game and now you can select Sever and Lancer. Repeat when needed!

ASSAULT SUIT LEYNOS

When you die on the second level, wait for the title screen to appear, then go to the options screen and select the sound test. Press start and a girl appears from the right side saying 'continue up'. Now exit, and you will have 9 continuest This process can be repeated as long as you have at least two continues. Thanks muchly to Danny Gasser of Edmonton, London.

MAGICAL FLYING HAT TURBO ADVENTURE

A very useful hint for this bizarre platform game has been supplied by Michael Black of Edinburgh. The springy rope can be used to gain heaps of extra lives. Make sure you land right on the top of the rope, then jump up, flap to slow your descent, and fland again on the lip of the spring. One red segment should turn white, giving you a 1-up. This can be repeated until the whole pole is white!







and C and stan and legation held - on the title screen. Thanks to Luca Moruzzi of Pinner,

Middlesex for that helpful hint.

General hints have been provided by Marcus Dyer of London, so here goes:

1-1
A 1-up is revealed if you kick above the block after the third hostage.

1-2 A 1-up can be found by kicking low on the ledge above the fifth hostage.

2-1 A 2-up is found if you jump down to the last bridge support and fire to the right with your shurikens.

2-2
The 1-up on this level is found at the beginning of the second fence, up against the wall.

3-1
There is a 2-up on the third level of the building at the far right, on top of the crate. However, to get it you must jump down from the level

above

4-1

Once you have jumped over the

ESWAT

ESWAT
After pressing start, the figure and
mission appear. You can now
choose your slating level by
pressing A, B, C, and the
directional pad left, right, up, down,
all at the same time. A screen will
now appear and by pressing left or
right a level can be chosen.
Thanks to Graeme Ferguson of
County Down, N I reland for that



ESWAT







first hole, turn around, kneel and fire to reveal a 1-up.

If you kneel and fire to the left of the third hostage, you will find a 1-up.

ROOM 3
If you slash the right of the first single crate you will reveal a 1-up.

ROOM 5

If you shoot the red light above the door at the end of the level, you will find a 2-up.

BOSS 1

Simply fire at this guy's face as fast as you can when his arms are uncrossed.

BOSS 2

Make sure you are out of range of this monster's arms and then fire like mad at his face. Repeat this a few times and he'll blow up.

BOSS 3

You can only hit this girlie in the face. With good timing you can hit her whilst she's landing, otherwise

her whilst she's landing, otherwise you can only hit her when she's throwing the disk, or just after.

BOSS 4 Stand in the middle of the screen

and shoot this guy very quickly in the centre when he stops, or else you'll be fried. If he attempts this, jump as fast as you can in the opposite direction.

BOSS 5

Kill the black ninas he makes as fast as you can, then while his helmel files off, walk underneath one of the statues and shoot at his flashing blob once the fire has gone. You can take off two energies every time if you're quick enough. However do not use ninja magic when his helmet's off because it will only take off one energy, so save it for when there are too many nings.

MYSTIC DEFENDER Some hints on how to beat the

bosses in this platform/shoot 'em up, sent in by Steve Rawley of Newcastle:

ROUND 1

This is an easy one, just jump to the top of the tree, beam up and fire at him when he somersaults near to you. It only takes about two full-beam shots.

ROUND 2

It's important to keep moving, or the baddies will hit you. The best bet is to use sonic magic.

ROUND 4

As soon as the baddies come out of the lava leap on to the stepping stone. If one of them is facing you, try to leap over him. Only hit them in the back of the head, using Psycho or Flame magic.

ROUND 5

This level contains two bosses. Use Flame magic, keeping the flame pointing up to his face. Also try to dodge his green shots. The second boss can be tackled in much the same way, but mind his sword!

ROUND 7

This is a difficult one! Use Sonic magic against him, although Dragon magic is pretty handy. Keep moving around to confuse your opponent.

ROUND 8

Walk over to the left-hand corner of the screen and stay crouched. Use Sonic magic, and just repeatedly power up and letting rip!

MEAN MACHINES





RASTAN

Some hints for defeating the end of level guardians have been supplied by Daniel Evans of Southport, Mersevside.

HORSE

Stab downwards to eliminate this threat

WINGS

Stab either upwards or downwards to kill this baddie.

ARMOUR Stab down into

Stab down into him to get par

WIZARI

He should be hit from the side, but take care to avoid the scrolls.

SNAKE

Best defeated by stabbing down into its head

MONSTER

Obtain a laser weapon from the previous level. Jump up and fire into its neck and head.

LEADER

Simply stab down towards his stomac







WORLD CUP ITALIA '90

If the group in which you're placed is too lough (or not tough enough), press the pause button. The screen then shows your team in a different group, and simply keep pressing pause until you're happy with the group, then press button 2. Ta to Greg Morris of Knowle, Solihull for that gem of a hint.





SEGA

GANGSTER TOWN

When you die, your hat is shot off. Now simply shoot it yourself and it should land back on your head, enabling you to continue from where you left off! Many thanks to Alan McNaught of Leyton, London for that tipette.

RAMPAGE

When you've lost all your lives, and the Game Over message has appeared, press both the fire buttons and you'll be able to rejoin the game from where you left off.

DYNAMITE DUX

Here's how to kill the first end-of-level boss. Go to the bottom of the screen and start punching upwards so the boss can't hit you. The level 4 boss, on the other hand, is best tackled by jumping to the middle of the screen when it starts spinning the stones, and continually hitting it on the head's Soul Pattinson of Cruden Bay, Aberdeenshire sent in this hetpful advice.

NINJA

Dean Napper of Hemel Hempstead has sent in a useful and bizarre cheat to grab loads of borus points. Make sure you've got a rapid-fire unit, then kill the first four innips and go back to the trace. Now fire straight at it, then Laper down (!) your fire button and leave it for 45 minutes. Refurn to the game and finish the first level and you'll get a borus of 99999999 points and about 10 loses.

POWER STRIKE

Pater Hayle of Harlow, Essex reckons this is the best shoot 'om up on the Master System - and who are MEAN MACHINES to argue? Anyway, his advice is to stay with the initial weapon, and collect all the power-ups on the first level, bringing the ship to full power. Keep at the bottom of the screen and sweep from left to right to destroy the baddies - simple, eh?

GAMEBOY

HYPER LODE RUNNER

When the "level reached" screen is shown, press A to raise the level and the B button to lower it. However, a word of warning; you need a password from level 17 and up! Kindly sent in by James Holt of Warminster, Wiltshire.

TENNIS This tip works when playing

This up works when playing against levels 1, 2, or 3. On returning his service, press Up and b. This should usually send the ball bouncing over his head. If he's close to the net and so are you, press Down and A t make him return your shot into the net. This great 'n dirty cheat comes from James Noake, Barrit Green, Worcs.

ROBOCOP

Once all the continues have been used, hold down buttons A, B, and select and start together. The screen will now switch to the main title screen. Move the cursor to continue, and carry on from where you left! Thanks to Tony Price of Leyton, London for that helpful info.



GRADIUS

On level 1, before the volcanoes, reverse into the diamond shaped rock on the far right for an extra file. Fly through the gap in the mountain for a 5000 point borns. Level 2: after blasting your way through a solid wall you should find a small cave. Reverse into it for the should find a small cave. Reverse into it for the STh stakus. To beat the end-of-level masters on the STh stakus. To beat the end-of-level masters on the level, go to the bottom right of the screen and keep the joyard down. If you want more points keep moving in a curve and fire like crazy! Supplied by Alan McNaught of Leybu, London.

GOONIES II

Edward Roberts from Freckenham, Suffolk, has sent in the following code to be typed in on the Continue screen:

S'G NY4W'!N"!'F

This gives you all the necessary magic items plus six saved Goonies!

GAUNTLET

Tony Charalambides of Maidenhead has sent in this cheat for the mazes and monsters game. If you're stuck trying to open a door, simply stand still for 10 seconds, and all the portals will open. To get to level 79 enter this code:

42C BB1 HZZ

TETRIS

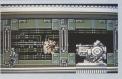
Press A and select simultaneously after completing 25 lines. Now the console will complete the game for you!

NINTENDO

IPS (







This cheat for the terminally lazy supplied by Chris Howell of Hornchurch, Essex.

DOUBLE DRAGON II Steven Lau of Sowerby, Yorkshire has provided the

Steven Lau of Sowerby, Yorkshire has provided the following tip to get an added advantage. Select 2 Player B, then, on the first screen, kill the four baddies and beat up your brother (the one on the screen that ist). Every time he dies, you get an extra life!

METAL GEAR

Snardy Cadette of Walthamstow has sent in the following code for the arcade adventure:

WZRJZ QZZZD UJ510 UIQZZ NZRZE

This takes you to the end of the adventure - just head to the right and then enter the left elevator, and you've completed the game!

BIONIC COMMANDO

If you need to get out of a level in the middle of a fight, hold down the start button and press the A and B buttons simultaneously. Definitely of use to wimps! Kindly supplied by Alistair Cubacub of Wembley, Middlesex!



MEGADRIVE

Gynoug scored a massive 91% in this month's MEAN MACHINES (check out the review on page 78), and ranks as one of the greatest Megadrive shoot 'em ups available! Unfortunately, it's also a bit on the tough side, so smart cookies should have a butcher's at these tips from the man who knows, Gary Harrod!



Blast for all your worth at the yellow fleshy parts of level one's mid-level guardian! They're found just under its neck. Simply keep to the left and watch out for the bouncing bullets near the bottom of the screen.











The main baddie of level one is the bullet-spewing

locomotive from Hell! Keep to the far left to avoid certain death when it drops out from the sky! Blast away at its blue face to despatch this dreaded 6.15 from Hades!







You need keen reflexes and plenty of shoot 'em up cunning in order to defeat the spectral serpent that lurks mid-way through level three! Check the direction the serpent leaves the screen from, because he comes back at a similar



G

stage 2

There's plenty of underwater arcade action when you face this crusty crustacean from the middle of level two! Just keep to the far left and fire away!



A normying sunken wreck appears to challenge you at the end of level two. Concentrate your fire on the mast head and then finish off this terror by blasting at the giant purple face! The screenshot opposite shows you the best position to attack from.







CENERAL TIPS

RED FIREPOWER is suited most against the end-of-level guardians. This allows greater mobility when attacking and allow you to concentrate your fire.



BLUE FIREPOWER is not quite as good as the red weapon, but has the benefit of added protection from above and below due to its unique firing arc. This comes into its own on stage three, when swords rain down from the top of the screen!



very mobile to begin with. Collect three feathers to make our hero most controllable, as collecting any more makes our hero far too over-responsive.









Extra men can be added to your collection during the game. Here are the locations of four bonus lives.

n i an ai san san di







Gynor

STAGE 4

Level four's mid-level mechanical refugee from a Jules Verne novel is best dealt with by keeping to the left. This gives you the best chance of dodging the masses of bullets fired at you! Don't worry about the grey missiles - your own bullets should automatically deal with them!



The deformed demon at the end of level four is best defeated by shooting directly for its heart! Concentrate your efforts on avoiding it's deadly diced-carrot fire!









STAGE G

You take to the skies in the final stage to face Gynoug himself, but before you can meet him you must take on all of the previous six end-of-level guardians. Use the same tactics as before against these beasts and be sure to collect as many crystals between guardians to power-up because they aren't any magic scrolls on this level!



G

STACE 5

Rapidly blast the orb at the centre of the body to destroy the mid-level guardian. Watch out for the flying rocks that surround the beast - these are indestructable! Keep an eye on the small bullets because these little blighters split into six-way fire right in front









It should come as no surprise to know that the weak spot on this malformed mutant is its face. Stay in the top left corner when attacking. You can destroy the creature's fireballs, but the bullets must be avoided.



Fast reflexes are in order when you come up against the crippled creature creator, Gynoug, Concentrate your attacks towards the centre of this embryonic entity. At first, your attacks will appear to inflict no damage. Don't worry, they do the job - it just takes a while that's all. Gynoug attacks with circular spores. These take a few shots before they explode, so it's best just to avoid them.



MAGICAL MIGHTI

Even Paul Daniels would be envious of the array of magical powers available to Wor throughout the game. Magic is no substitute for pure blasting power it, just makes things a tad easier. See which magic scroils you prefer to use and try to collect as many as possible for greater power. When you have full power select the magic ready for use, or avoid collecting any more serotls.











Can't find that vital super sword to beat the final guardian in your favourite game? Are you constantly being beaten by some seemingly indestructible super-baddle or other? Well, here's where your problems can be sorted. Write in to the MEAN MACHINES Tips Helpline with your question, and Julian

"Jaz" Rignall, Captain of the UK Video Game team will see if he can supply you the answer. If not, we'll throw the question open to other readers, who might be able to help. Write to: MEAN MACHINES TIPS HELPLINE, MEAN MACHINES, PRIORY COURT, 30-32
FARRINGDON LANE, LONDON, ECTI 3 AU.

Oh, by the way. When you write in, don't just say "I'm stuck in Shinobi (or whatever), please help me". I need to know what your exact problem is, otherwise I won't be able to answer! Okay?



TIPS

ANOTHER UN-Y'S PERSON

Tim stuck on Y's the Vannished Omens. I've reached the end of level bad guy in the caves, which is a bird type creature that spits into bats. But that's as far as I can get. I've been told to avoid the small bats, then attack the bird when he reforms by stabbing its wings. This doesn't seem to work, what am I doing wrong? Please help!

Terry Martin, Wolverhampton

JAZ: Ahl Take your time and
stab at the wings only anywhere else only leads to
trouble. It requires practice and
patience, but it is possible.



MASTER BEATER!

Dear Jaz,
I'm stuck on level 8-3 on Revenge
of Shinobi on the megadrive. I just
can't beat the master, I was
wondering if you could help me.
Luke, Tilbury, Essex
JAZ: For a start, to stop your
girlfriend from getting crushed



you need to keep shootling a shurkien into the hole on the left or right hand side of the screen every few seconds - so exempher to do that, or you'll end up resculing a human pancake. To beat the master, crouch-walk towards him, shoot him once and jump away when he throws his wig at you. Keep or repeating until he's dead.

WE WANT MEGAPLAYERS

If you're a gamesplaying genius. why not put your name forward for the MEAN MACHINES Tips Helpline. Just write in with your name and address and tell us which games you're good at. We'll print your details in the magazine so that other fellow players can write to you for help - you might even make new friends!!! The place to send all your Tips Helpline letters is: MEGAPLAYERS TIPS HELPLINE, MEAN MACHINES. PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

ELECTRIC

Dear Jaz,
Can you please tell me how to
defeat Electrocutioner, the level 3
end-of-level baddie on Nintendo's
Batman.
Joe Lovell, Oldland, Bristol
JAZ: He's a bit hard, isn't he.

use here, apart from keeping out of his way, and attacking only when he's distracted. Try and throw the spear at him at the start if you've got it, then it's a case of dodging and firing like crazy.

DEATH

There's no real tactic you can WHERE'S THE RAFT

Dear Jaz, I have explored almost the whole of the overworld in The Legend of Zelda and I still can't find the raft, so I can float out to level 4, please help me!

PS I own a Nintendo.

Giuseppe Rijitano, Dumbarton, Scotland

JAZ: The raft is in the Island Palace - go down, east, beat the first red knight, then use the fairy spell to get rid of the other two knights, and then you can get to the raft.





MEAN MACHINES MEGAPLAYERS

Here's where you ace gamesplayers can offer your services and become an honorary MEAN MACHINES Megaplayer. Other readers can write to you and ask for information on games that you are instruction on the control of th

MEGADRIVE MEGAPLAYERS Ahl A Megadrive Megaplayer. If

you've got yourself into a fix on ESWAT, DJ Boy, Golden Axe, Final Blow, Super Shinobi, Super Real Basketball, World Championship Soccer or Mr Komatsue, write to Jacob Kennedy, 74 Esmond Road, Chiswick, London, W4 1JF.

Alan Frost is a Megadrive player par excellence. He knows Golden Axe, Moonwalker, Rambo III, Batman, Forgotten Worlds. Write to him at 1 Huntspiel Cott, Brunswick Road, Deepcut, Camberley, Surrey, GU16 6RT.

If you're a Megadrive player in dire straits, why not get into contact with Paul Bristow, 60 Plaxfol Road, Erith, Kent, DA8 1NL. He's an expert on Ghouls 'n' Ghosts, Thunderforce III, Psycho Fox, Operation Wolf, Super Real Basketball, World Games, Forgotten Worlds and Strider.

Paul Haseldine stresses that he is a truly star player who's willing to give any tips on Ghouls n' Ghosts, Super Shinobi, Altered Beast, Thunderforce Ill, ESWAT and Forgotten Worlds. Write to him at 2 likeston Road, Stapleford, Notts, NG9 8JL.

If Forgotten Worlds, World Soccer, Super Monaco GP, Super Hang-On or Altered Beast are giving you hassle, write to John Kaye, 3 Brookfield, Penistone Road, Kirkburton, Huddersfield, W Yorkshire, HD8 OPE.

"I'm a mega, mega, mega cool
dude" neckons Danny Crystal and
reckons he'll give net of tigs to
anyone stuck on donorwalker,
Super Shinobi, Shadow Dancer,
DJ 80y, Mickey Mouse,
Wonderboy III, Cyberball, Alex
Kdd, ESWAT, Super Real
Basketball, World Soccer,
Choebussiers and Sinder
interested? The write to him at 20
Meath Close, St Mary Cray,
O'prington, Kent, BRS 24F.

Need help on Ghostbusters, Golden Axe, Forgotten Worlds, Super Hang-On, Arnold Palmer's Golf, Strider, Revenge of Shinobi, Ghouls'n' Ghosts, Altered Beast, Populous, Last Battle, Space Harrier II, Truxton or Thunderforce II and III? Write to D Ellox, Gwelter Roseworthy, Camborne, Cornwall.

This guy has certainly played a lot of games and is offering help on Air Diver, Altered Beast, Budokan, Forgotten Worlds, Ghouls 'n' Gnosts, Golden Axe, Insector X, Moonwalker, Myside Defender, Phantasy Star II, Populous, Rambo III, Super, Stinob, Space, Harrie H, Target, East, Golden Axe, Insector X, Golden Axe, Insector X, Golden Axe, Golden Cambo III, Super, Stinob, Space, Harrie H, Target, East, Gold, He's Greg Martin of B buchary Drive, Balston, Palisley, Scotland, PA1 3BW.

SEGA MEGAPLAYERS

The games that T Abdo of 37 Blackwood Rd, Streetly, W Mids, B74 3PL is offering help on are Fantasy Zone I and III, Alex Kidd in Miracle World, Golden Axe, Psycho Fox, Spy Vs Spy, Double Dragon, Basketball Nightmare and Dead Angle.

Michael Long from 104 Whalley Avenue, SI Helens, Merseyside, WA10 6PS can help anyone stuck on Altered Beast, Vigilante, Golden Ave, Chase HO, Double Dragon, Thunderblade, Hang-On, Wonderboy III, Safari Hunt, Marksman Shooting and Action Fighter.

If Alex Kidd in Miracle World, Wonderboy II or III, Psycho Fox, Chase Hq, R-Type or Rampage are providing trouble, contact Thomas Varlow, 75 Greenshaw Drive, Haxby, York, YO38 D9

A pair of Mogaplayers willing to help out on Sega games are Nigel Wykes and Steven Fewell who live at 84 Salisbury Read, Gravesend, Kent, DA11 7DE. They're experts at RC Grand Frix, Vigilante, Dynamite Dux, Shinobi, Golden Axe, Double Dragon, Rastan, California Games, Enduro Racer, Chase HO, Pro Wrestling, Kung-Fu Kid, Psycho Fox, Wonderboy III and Altered Beast.

NINTENDO MEGAPLAYERS If you live in Berkshire or

thereabouts, Peter Nightingale, 44 Melling Close, Lower Early, Reading, Berkshire, RG6 2XN might have the answers you're looking for. He knows the following Nintendo games - Trojan, Super Mario Bros, Soccer, Tiger Heli, Xevious, Airwolf and Skate or Die.

Nintendo players can ask Carl Busby for help. He knows Ghosts 'n' Goblins, Megaman, Balloon Fight, Hygar, Super Mario II, Excitebike and Batman. Write to him on the address above.

Another Nintendo Megaplayer is John Molnar of 64 Champion Close, Rowlatts Hill, Rowatts Hill, Leicester, LES 4EX. He's an expert on Super Mario Bros I and II, Batman, Cobra Triangle, Pro Wrestling, Track and Field II, Gunsmoke, Life Force, Rush 'n' Attack, Tennis and Gradius.

Don't forget - and this is very important indeed - if you write to a Megaplayer, make sure you enclose a stamped addressed envelope for your reply, or you won't get one. Okay?

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MEGADRIVE

REVEN P

The world is in danger! Six elite terrorist groups are threatening to reduce the world to a barren, featureless planet. At times like this when danger is near and deeds must be done, the Aeroblaster 'Trouble Speciality' Raid Unit are dispatched to save the day.

Two fighter pilots, Holly and Mike (no sexism here, although from the looks of their portraits, Holly could easily pumme Mike in a one-on-one fist fight) are sent in, aboard their trusty Buster-class planes. The object is very straightforward. The screen scrolls horizontally and your task as either Holly or Mike is to keep your finger jammed down on that trigger and blast everthing hostile that gots in your path.

At the end of each of the six levels, the terrorists have left a little surprise for our airborne heroes. A whole host of very large (and very deadly) end-of-level guardians await before the reign of terror can be brought to an end and our heroes can be home in time for tea.





TROUBLE



COMMENT



Why oh why are Sega insisting on flooding the market with scrolling shoot 'em ups? Aeroblasters must be the fifth (maybe the sixth) we've seen this month! On the plus side, It's is a close conversion of the relatively unknown coin-op with great sprites, interesting backdrops and great simultaneous

It is a close conversion of the relatively unknown coin-op with relatively unknown coin-op with relatively unknown coin-op with relatively unknown coin-op with relative the relative part of the relative kept to recognize the relative but it wasn't long before we were all going back to Gynoug for our shoot em up thills. Hellife and Gynoug are probably the best basters to go for, but two-player clothon sedicts should have a butcher as it this.



ALIEN TERRAIN

The terrorists have chosen gruelling terrain for their battle with the Aeroblasters. Level one is set at "SEASIDE FRONT", which is actually in a city (?). "MACHANIZED CAVE" (sic) is the next port-of-call, where our heroes face plenty more blasting and high-speed escapades in thin corridors. Four more levels await, including the terrors of *OUT OF CIRCUS* (don't expect any clowns or high-wire acts though - just more blasting!)



Homing rockets hit them where it really hurts!











A solo player kicks some robotic butt



one-way ticket to Doomsville, Arizonal Yellow laughs a lot.



MEGADRIVE



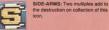
▲ Two players causing some laser aggro.

POWER-UPS

Sometimes stray icons may enter the playing area which players can collect for extra weapons. Supply ships can also be shot to pieces in order to collect a whole host of power-ups. Here's an explanation of each icon and its abilities.



POWER-UP: Increases the amount of bullets your ship can fire. Awesome firepower is unleashed on collection of your third power-up.





SKIDS: Not of the underwear variety - these skids come in handy for avoiding collision with the landscape, essential when flying through thin corridors. SPRAY: Fires bolts in six direction, covering a fair amount of the screen.



MISSILES: Forward-firing missiles with great destructive potential.



HOMING MISSILES: Much like ordinary missiles, but these green killers track their target.



REAR FIRE: Pretty obvious really isn't it?



DRONE: About as effective as Barbara Cartland in a pub brawl, this baby hangs around the rear of the ship, slowly shooting off mines in eight directions - one at a time

MEGADRIVE

TWO-PLAYER LAFFS

ups to allow two players to play at once. This adds an interesting slant to the gameplay. Power-up icons are in short supply, so there's plenty of competition to get to the supply ships first. Players' bullets cannot harm each other, so what one player may lose in the artner's covering fire. That's the idea, at least,







At present this is only available from Megadrive software importers and is NOT officially available from Sega in this country. This means that the game will work fine on Megadrives that have been imported from Japan, but will not work on official UK Megadrives unless you have a Japanese games adaptor (available from mail order import companies) or your machine has been modified (which we do not recommend you do as this invalidates your warranty).

COMMENT



hit due to its ooks. But it has

LIAN and provides JULIAN plenty of double player death and destruction. My only gripe is that it's easy to complete on the standard level because of the heap of continues, and to get a decent challenge you have to set the difficulty level to maximum. Still, if you're prepared to do that, Aeroblasters is a thoroughly enjoyable and good looking (some of the some of the

as long as you haven't already got several games of this type

#1 PLAYER 2 PLAYER OPTION THIN SET UP

KANECO

RELEASE DATE: OUT NOW GAME DIFFICULTY: EASY LIVES: 5 CONTINUES: 5 SKILL LEVELS: 3 RESPONSIVENESS: SLICK





A nice feel to the game, though there are some very annoving pauses between each level.

Fast, smooth scrolling, reasonable sprites and nicely defined backgrounds.

Unremarkable tunes compete in their mediocrity with the unexciting spot effects.

Easy to pick up and play, with some nice power-ups to keep interest high.

Too many continues mean that some blasters will be able to complete this on their first go!

A great two-player blast, but falls short

in the thrill-stakes to compete with Hellfire or Gynoug.



michael jackson's onwalker

game and video



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It's early morning. - time to wipe the sleep from your beyes and merrily jump atop your trusty BMX bike (even if you do want a mountain bike like everyone else). Now, just lake a trip to the local corner shop and pick up your daily round of the Daily Sun newspaper. Your early morning mission of mercy is simple. Just deliver your round of papers to the houses of all of your subscribers. Easy hul?

But the paperboy you control doesn't fancy getting off his bike and delivering his round by hand like normal boys of his age. On no, your job is carried out simply by riding along the isometric-scrolling 3D streets throwing the papers at the subscribers' homes, hoping to catch their mailbox or letterbox.

Unfortunately, although the inhabitants of this street like the Daily Sun a lot - they don't like you much at all.

COMMENT



Dear oh dear... After the fabulous Master System conversion, this NES conversion came as rather a shock. Rather than being as close to the coin-op as the Sega version it's a jerky parody of the Atari original. The scrolling is smooth enough, but the graphics are a complete mess. The artist responsible for this must have

enough, but the graphics are a complete mess. The artist responsible for this must have come fresh from nursery school. He refugees from Legoland, and the sound is similarly dire, Playability - where it is gone? Your two-speed BMX is completely uncentrollable and reluctant to obey you lopped a commands and the collision decideron is completely uncentrollable. There's a loos of great RES gimes on the market now, but this crippled cut it and one of them.

STREETS AHEAD

The average American street is a very strange place. If Paperboy is anything to go by. Subscriber's homes are painted white and the nasty people who don't purchase your fine organ have their homes painted black. Extra points are awarded by using your razer-degded papers to break a few of the non-subscribers' windows. More points can be gained by attempting the BMX assault course conveniently located at the end of the street. Here, successfully hitting targets with your papers gains extra points. On't dally about though, because there's a strict time limit that has to be beaten in order to receive a juicy limit that has to be beaten in order to receive a juicy.





SEGA PAPER-SLINGIN'

Sega owners on the lookout for a decent conversion of the paper-slingin' flatri coin-op need look no further than US Gold's conversion. Out now at £29.99, it's as close a conversion as any Sega owner could hope for and scored a healthy 85% in issue one of MEAN MACHINES. Check it out!





NINTENDO



GAME DIFFICULTY: EASY/MED LIVES: 5 CONTINUES: 0 SKILL LEVELS: 1 RESPONSIVENESS: SLUGGISH









A few screens, but they're pretty awful and add nothing to the game.

Revolting, ill-defined backdrops and blocky, repellent sprites with ghastly colour schemes.

A feeble attempt at capturing the coin-op's music and effects.

The complete lack of control condemns this conversion from the outset.

Even the three skill levels of the original are missing, and the irritating action won't keep you at the NES for long.

A highly offensive product which weighs in as a sadly derisive conversion of a classic coin-op.

SEGA



Over on the West Coast of the good of US of A, dudes surf, party, and chill out to the sound of the Beach Boys and NWA. What's that got to do with the game? Nothing, really, except wearing psychedelic shorts and a Crateful Dead tee shirt is a must if you want to play this game.

The competition consists of half pipe, toot bag, BMX, surfing, skating, and flying disc (Frisbee to most people). Each event needs its own individual skills, and a practice option gives the chance to hone abilities before joining the competition proper.

With up to eight players participating, the choice is to compete in one, some, or all of the events. Of course if only one player is involved, victory is certain-who's poing to best your score? But there's always the record table to keep you challenged. Trophies are awarded to the top three entrants, although the other finishing all the events determines the overall

If Muscle Beach and Disney Land are your cup of tea, check this out for a taste of California life!



Choose your sponsor here - not that it changes the game at all.



A massive 950 points for that brill aerial turn!



Oo-er! Matt displays his ineptitude at surfing!

COMMENT

The array of sub-games and the skills needed for each event in California Games makes this one of the best multi-player games about, inevitably some people are better at some events than others, guaranteeing an exciting challenge. My particular favourite's the BMX race, whereas Julian prefers Footbac, Some of the

WAATT especially the Flying Disc and Half Pipe, and this may be discouraging to some players. It's worth persevering though, as California Games offers a varied and thrilling test of anyone's jovstick skills.



FOOT BAG

Also known as hacky sack, simply keeping the bag in the air is difficult at first. Extra points are had for doing as many stunts as possible, and for five tricks in a

a) 0 (5



SURFING

Keeping ahead of the wave is a must, and to keep on the board be sure to enter the water at the same angle you left it.

SKATING

Wiggling up and down provides forward motion, and it's important to jump in plenty of time - or the skater will go flat on her face!



HALF PIPE The classic skateboardii

The classic skateboarding event.
To gain points, build up speed and
perform turns and stunts on the
descent. Timing is important to
avoid a humiliating crash!

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SEGA





ADAPTATION @ SEGA 1989

GAME DIFFICULTY: MEDIUM LIVES: N/A CONTINUES: N/A SKILL LEVELS: 1 RESPONSIVENESS: SUPERB









there are practice and competitive modes you can even choose a sponsor!

Wonderful attention to detail throughout the games, great animation and plenty of amusing touches.

This is as funky as the Sega gets, with good tunes and great spot effects.

Varies from game to game, but always very high.

Multi-player options and tricky-to-master techniques keep you coming back to break your records.

Varied challenges, superb animation, and loads of challenging fun!





▲ BMX excitement on the dangerous dirt tracks...



Skate on down to the seafront - if you dare

COMMENT



I've played California Games more than any other Sega game - it's tough, challenging and very, very addictive. The events are all great to look at, with superb

backgrounds and animation, and mastering each one takes a lot of practice. What I particularly like is that it's very difficult to get perfect

JULIAN scores - there always seems to be scope for improvement, and it's that constant challenge that keeps me coming back to play again and again. When you've got a group of mates taking part, the multi-player competition is terrific, and beating each other's records is tremendous fun. If you missed California Games when it first came out, make sure you get it now -

(R)

FLYING DISC

A tricky event, the throw has to be of a minimum length to stand any chance of a catch. Diving catches give bonus points but require split-second timing.

The classic stunt course provides chances for bonus jumps and twirls - provided care is taken not to collide with the obstacles! Speed is important, but so's stopping at the end - remember to







it's one of the best Sega games ever!

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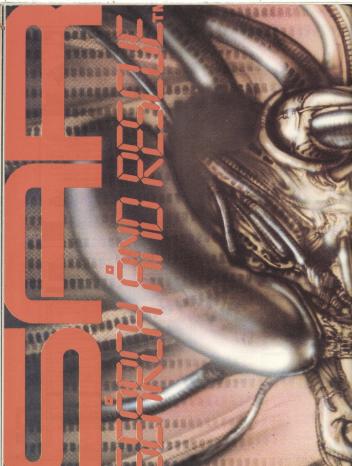


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GAME BOY

MEAN MACHINES HAS EXPANDED GAMEBOY REVIEWS TO ONE PAGE EACH! HERE'S THE HISTORIC FIRST ONE - AND THERE ARE TWO MORE TO COME! BRILL, EH?



Raymond and Tony are two mean, strutting Miami streets in their armoured Porsche, barging criminals off the highways in thrilling, excitement-laden all-action car chases.

There's five levels in this game and each one starts by first apprehending your target (60 seconds are out aside for this) and then barging his turbo-powered mean machine off the road - you've got another 60 seconds to complete that task before Nancy, Chase HQ's co-ordinator sends you merrily along to your next mission



Taito's coin-op was the first arcade machine to actually encourage violent contact with other vehicles. Although the graphics were barely comparable with the likes of Outrun, it scored because of the fast and furious action and brilliant speech (remember the infamous "Let's go Mr Driver"?). Taito's sequel, SCI. retained the basic formula, but added extra weaponry like shotguns, pistols and bazookas!

COMMENT



I had very high hopes for this, but they were dashed as soon as I saw the unrealistic, jerky 3D graphics and heard the incredibly awful sound. Playability is very low due to an awful control method, and all it takes is a few goes to put you off playing for good.



COMMENT

AL WAH ... WAH ... Something's definitely wrong

awful graphics and wobbly sound combine to make the Gameboy version of Chase HQ a grave

here, Jerky 3D.

disappointment. The gameplay's awful as well and the Porsche is barely controllable. Nothing at

all like the monster arcade

TURBO

tough. Raymond and Tony can boost their motor's performance with one of three turbos. The best advice is to save these for the enemy vehicle in order to repeatedly smash his car in at the highest speeds!



For the times when the going gets

LAYABILITY LASTABILITY OVERALL









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THUNDERFORCE 3.....

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I coin-op, the player becomes the Contra - the ultimate combat soldier! His job is simple. Five areas have been infested by evil and twisted enemy soldier and their associated machines, and it's your express. and their associated machines, and it's your expres intention to enter each of the territories and singlehandedly blast away all the enemy soldiers yo

can into.

But beware! At the end of each multi-directionall
scrolling level is a terrifying bastion of end-of-level
terror, and it's your job to shoot them into oblivion a
beyond. After that, the world is safe! Hurrah!



COMMENT



and no mistake! This is great fun, and packs plenty of action as you battle your way through heavy defences. Occasionally it's

difficult to see what's going on, JULIAN but other than that, this will keep arcade game





Contra is different from its coin-op parent in a numb

COMMENT



Brill! There aren't that many decent shoot 'em ups available on the Gameboy, but Contra more than redresses the balance. The blasting action is brilliant and really addictive - more than enough to keep any shoot 'em up veteran happy. With great graphics and humping soundtracks. Contra is an essential buy. Go forth and purchase this now!

CONTRA ARSENAL

There's plenty of power-up weaponry available to the battle-hardened Contra. There are three different types and each can be powered-up to improve their



SPLIT: The best for full-frontal attack, sending photons flying in two, three, or five ways!



FIRE: The most powerful front firing weapon - cutting through all in its path!



HOMING MISSILES: Sometimes having to aim a weapon is just too much...





RESENTATION

SOUND PLAYABILITY LASTABILITY

OVERALL





NINTENDO he warriors of the dungeon are back, and their

challenge is even more difficult than ever! The burlesque barbarian, the voluptuous valkyrie, the wizened wizard, and the exiguous (that means small to you lot) elf are out once again to defeat the forces of darkness by travelling through 100 levels of manic maze action, blasting nasties and generators, collecting food, drink and keys, and generally trying to stay alive!

Not only are there monsters from the first Gauntlet, such as the ghosts, lobbers and Death, but new creatures to deal with, namely some very large fire-breathing dragons, and the IT monster, which turns everything into a lethal game of tag!

Have you got what it takes to run the Gauntlet?





HARK, THE HERALD HACKERS SING

One of the most astonishing features of this Nintendo conversion is that it includes all the coin-op speech - and there's a lot! While you're playing, expect to hear things like, "red elf shot the food", "blue wizard, your health is running out", "yellow valkyrie is it", "blue barbarian now has temporary repulsiveness" and "green valkyrie now has reflective shots". It's certainly the chattiest Nintendo



A Red Valkyrie, grab that food!

COMMENT

he coin-op would do well to grab it quick.



speech from the coin-op in there, too!), this has a level of addictiveness that just doesn't let up, no matter how repetitive the action may seem. With the four-player option as well, Gauntlet Il represents excellent value for money, and fans of the genre and





▲ Deaths everywhere, but there's a potion!



▲ There's the exit!

GRUNTLEF

FOUR-PLAYER FLASHINESS

The NES version of Gauntlet II differs from almost every other game on the machine (with the exception of Super Off-Road) in that it allows four players to participate at the same time, utilising the Nitiendo Four Score, a flancy widget that allows four joyands to be plugged in at the same time. If the large required indisadvantages to this are, itself, the thing required indisadvantages to this are, itself, the thing required properties of the same time. The same time of the players, the relocation scales in some than hely to spill out of the screen, resulting in more than a little aggro in your front room.

NINTENDO

REVIEW 6



Watch out for those stun tiles!

PERKY POTIONS



EXTRA
ARMOUR
Increases protection from hais



EXTRA MAGIC POWER Increases the effect of all potions



EXTRA PICK UP POWER

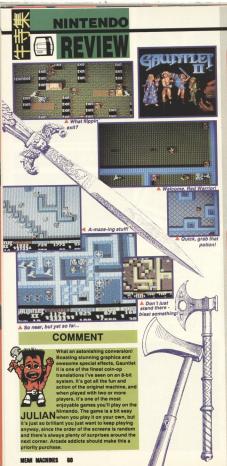
Increases carrying ability to an unlimited number of items



EXTRA FIGHT
POWER
Increases hand to hand combat

strength







PRICE: £34.99

RELEASE DATE: APRIL
GAME DIFFIGULTY: EASY
LIVES: 1
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: BRILL



PRESENTATION 84%

A nice title screen, four-player option and multi-character choice.

PAPHICS

Bags of colour, excellent animation, smooth scrolling and hardly any flicker. What more could you want?

could you want?

An excellent rendition of the coin-op's title track, along with all the spot effects and all 600k of speech!

PLAYABILITY 93%

Addictive from the outset....

ASTABILITY 88%

...and will have you hooked well into the small hours. The four-player option also helps to elongate the game's lifespan.

OVERALL 90%

A brilliant conversion of a great coin-op, and one that warrants immediate attention.



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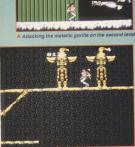
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he Grand Master is a pretty evil chap. Well, what could be more evil than coming to Earth with a massive contingent of space fighters and proceeding to take over the world? Strider Hiyru and his merry band of roaming martial artists watched the carnage in their island hideaway on an island is the South Sea.

Strider decides to use the deadly martial artist skills endowed on him to bring about an end to the evil tide of death and destruction devastating the world. This generally involves negotiating five levels of four-way scrolling action, dealing with an evil guardian at the end of each.



Attacking the metallic gorilla on the second level.





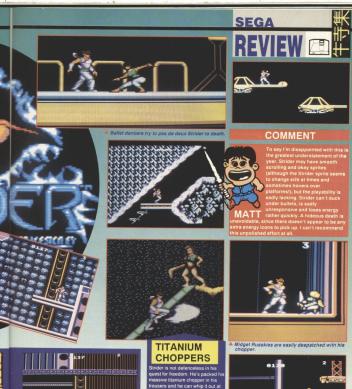
▲ Totem poles make Strides do a dance!

WHERE IT ALL HAPPENS

uards here are little more than d-fodder and it shouldn't be too long before Strider moves on alien battle cruiser. Later levels include an Amazon forest and the dly domain!







who gets in his way! Strider can also slide, and the special razor blades mounted on his striding Reeboks fatally maim anyone who gets in the way! lcons carried by enemy drones can be collected in order to give Strider an extra satellite which blasts away at the

THIRD MOON

MEAN MACHINES

Strider's a swinger and here's the proof!



COMMENT

lact that Strider slowly and can't duck under bullets. The programmers, have really slipped up here hopefully next time their quality
control and playtesting will be
far more rigorous. As it stands,
even the biggest lans of the
coin-op will be very
disenconited.



DATE: MAY GAME DIFFICULTY: MED LIVES: 5 CONTINUES: 0 SKILL LEVELS: 1



A pretty title screen, but that's about it. No

gameplay options or anything.

great.

The backdrops are good and the sprites are

The Master System attempts to sound like the coin-op and fails abysmally.

Dodging the enemy flak is rather difficult, and the task soon annoys beyond belief.

Five large levels, but the frustrating

gameplay and poor control method is incredibly off-putting.

A great looking conversion, but Strider's high frustration level and poor playability makes it a big disappointment to play.







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Here at MEAN MACHINES we are committed to giving you the most in-depth console reviews. Here's how they work.

GAME DIFFICULTY: This tells you how easy or tough the game is. If you're a novice player, easy games should keep you happy. If you're a veteran joystick-jockey, medium or hard games are recommended.

LIVES: Tells you how many times can you die and still return from the grave.

CONTINUES: Tells you how often you can restart from where you died. Beware: too many continues can allow you to finish the game too quickly, and seriously damage your enjoyment.

SKILL LEVELS: Many games let you fix the difficulty level for yourself, so you can increase the challenge if you get good at it. This tells you how many skill levels there are.

RESPONSIVENESS: Is it humanly possible to avoid that mutant's death-beam, or does the joystick refuse to obey your frantic commands? This section lets you know! PRESENTATION: This is an important part of any game.

Are the instructions clear (and in English)? Do the option screens make sense and look pretty? Is the screen well laid out? Is there plenty of in-game info? This rating tells you all.

GRAPHICS: This includes not only the quality of the sprites and their animation, but the backgrounds as well. Graphics are judged not only on their prettiness, but on how well they are suited to the game.

SOUND: The difference between a booming, catchy intro tune and a few weak bleeps that sound like a dving Spectrum is indicated here. Music and effects can make a big difference to a game, so don't ignore this factor.

PLAYABILITY: Some games you just can't stop playing, no matter how late at night it is. This measures the addictiveness of the game, and how much you'll think about it - even when you're not playing it! LASTABILITY: You don't want to spend your cash on

something that will only last a week. Check this box out to judge if you are going to be playing it in a month, or be bored with it within a week. OVERALL: This is it. This mark takes into account all the

above ratings and acts as a guide to the game's overall quality. If a game scores over 90%, it's a Megagame and is well worth buying!

PLAYERS: Simply tells you how many players can play the game - either simultaneously, or one after the other.



SIMULATION

















ne is very well presented, with plen RAPHICS A nice variety in all the backdrops and

ogh effects, but the tunes are

LAYABILITY 87°

A MEAN MACHINES MEGAGAME! A completely superb game which shouldn't be missed. 80-90

A very, very good game which just misses out on the Megagame award due to minor deficiencies. Definitely try it.

66-79

A pretty good game which should still appeal to fans of the genre. 45-64

An average game - might disappoint some fans. 30-44

Below average. Very few players will get much entertainment. 11-29

A very poor game indeed which will only be played a few times before being shelved. An utterly ghastly travesty which should be avoided at

MEGAGAME When you see this on a review, it

all costs.

means that the game has gained the highest award MEAN MACHINES can bestow. And if

the game is for your machine, you better start saving for it now!





CLASSIC

This is given to a golden oldie which MEAN MACHINES decides to review. Although the game has been out for a while, if you haven't got it in your collection. you're missing out.

is you what type of game is on - here's















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GYNOUG	RABIO LEPUS	BALLOON KID	CYBERLIP
CRACKDOWN	CADASH	CHASE HQ	LEAGUE BOWLING
HARD DRIVING	F. SOCCER	M. FORCE	NINJA COMBAT
MAGICAL HAT	VIOLENT SOLDIER	PACMAN	RIDING HERO
S. VOLLEYBALL	IACKIE CHAN	POWER RACER	JOY JOY KID
MIDNIGHT RES?	STRIDER???	GREMLINS 2?	GHOST PILOT?
KAGEKI?	MURDER CLUB???	SCRABBLE?	BURNING FLIGHT?

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JM'S FOOTBALL

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WC ITALIA 90

ESWAT

F GHOSTBUSTERS

REVENGE SHINOBI

BUDOKAN

POPULOUS GHOULS 'N GHOSTS

MEGADRIVE

The latest batch of official releases are starting to make their presence felt, with Ghostbusters and mask uten presence fell, with Ghostbusters and SEWAT hutfling into the charts. Goodbye to Arnold Palmer's Golf and Forgotten Worlds, they've vanished - but maybe they'il reappear next month. Italia 90 has climbed further - what kind of chemicals are you to 70 Battle Squadron is also set to leap into the charts.





MEAN MACHINES









SUPER MARIO II

LEGEND OF ZELDA

ADV OF LINK

TURTLES.

BUBBLE BOBBLE

EXCITEBIKE

BIONIC COMMANDO

KUNG FU

TETRIS

DOUBLE DRAGON II

NINTENDO

Blummin' heck! Major changes in the Nintendo chart. Bubble Bobble flies up to the number five stot, but Batman drops from sight. The lower half of the chart alters beyond recognition. The ancient Excitebike comes in at six, while the positively fossilised Kung Fu is at number ht. Tetris makes a welcome, if somewhat unlikely return at the number nine slot. Where did Bionic Commando appear from? Your guess is as good as ours!



Mario's the top dog, and deservedly so. Long may he reign!





WONDERBOY III

GOLDEN AXE

SUPER MONACO GP

NINJA

WC ITALIA 90

MOONWALKER

COLUMNS

NF ESWAT

JUNGLE FIGHTER

OPERATION WOLF

MASTER SYSTEM

month, just for a change Wonderboy III has finally disloted Golden Axe, and Super Monaco GP has claimed the third spot. Again Italia 90 has increased its standing, despite its lack of gameplay. ESWAT also barks into the charts although it's unlikely to stay there for long. Columns is doing well for a puzzle game and Ninja continues its marrial arts success story. Wonderboy III has finally arts success story.





REVIEW

It is the early 21st century. Pollution has got to such a Istage where the ozone layer is in danger of collapsing completely, leaving the Earth a barren wasteland. Mankind's last hope is a secret project that will enable the human form to withstand the harsh environment of the future.

But, as per usual, something has gone terribly awry. One of the project team's top scientists has turned renegade, utilising the secret formula to develop his own army of mutant warriors in order to rule the world.

Only one man stands in his way - "Dynamite"
Duke, a veteran of many a conflict. Armed only with a
submachine gun and a bionic arm, Duke must fight
through five levels to reach the now-insane rogue
scientist to retrieve the formula and save the world!



▲ Don't just stand there - hit him!

COMMENT

I wasn't exactly rver-enamoured with the coin-op- it struck me as being just another Operation Wolf clone with added bits. The Sega version is actually quite entertaining, with some pretty occent graphics, but falls down

MATT
secondly, it's far too easy! Gaming novices or fans of the coin-op may find a few hours entertainment with Dynamite Duke, but hardened gamesters will find themselves completing this within a few goes.

This certainly ain't no walk in the park!





SEGA





PRESS IP BUTTON

8 SEIBU KAIHATSU 1989 REPROGRAMMED GAME 8 SEGA 1991

Y: SEGA

RELEASE DATE: APR GAME DIFFICULTY: EASY CONTINUES: 3 SKILL LEVELS: 1 RESPONSIVENESS: GOOD





An okay title screen, but no difficulty levels.

Nice and colourful, with little or no flicker. but only average animation.

A good rendition of the coin-op music, with the odd boom and bang in between.

Very addictive at first, because it's easy to

get into...

but unfortunately stays that way, making this a pretty easy game to complete.

Shoot 'em up fans will certainly enjoy this, even though it's pretty easy to complete. If you're a good player, try it out first.







COMMENT



good all-round, with some great greaphies some of the sprites and backdrops are particularly good, although the animation is a bit poor from time to time - and good times and sound effects. It's certainly addictive, and it was kept at the Sega for a good few solid in the Sega for a good few solid in the Sega for a good few solid and the said, rather low, so even though you play it a lot at first, it doesn't take long to complete it, and after that the appeal wanes. A shame reality because if this had been more challenging, it would have been a real classic. As it stands it's an enjoyable shoot erm up which offers plenty of short-term fun, but lacks lastability.







EXPLOSIVE EXTRAS

Duke's machine gun usually does the job, but when things get a little too tough, he has a few surprises up his bionic sleeve, including an arm-mounted missile launcher that obliterates everything on screen! Add to



EXTRA AMMO I

Increases ammo supply.



Enhances firepower.



DYNAMITE PUNCH

Up to a maximum of five.



BULLETPROOF VEST Makes Duke invincible for 9 seconds.

EXTRA AMMO II Greatly increases ammo supply.



BAZOOKA PISTOL

One shot has ten times normal firepower!



FULL AUTO Rapid fire machine gun, which doesn't deplete ammo levels.

LIFE PACK



EAN MACHINES

Restores lost energy.



he end of each level, Duke h before you can even move!





COMMENT

A similar style of play to the Maste System version, but the Megadrive game is that bit tougher, giving more of a challenge. The graphic more of a challenge. The graphic here are some really mice audio touches. However, overall, yearning buck ealls to really enthrall because it becomes very repetitive after a couple of days.

MATT and pretty dam difficult if you're to build be a playing games like this, Eans of the Outside to playing games like the carrier of the certainty enjoy this, but even then, not for for incommenders.





REVIEW





BY: SEGA

PRICE: £39.99

GAME DIFFICULTY: EASY LIVES: 1 CONTINUES: 3 SKILL LEVELS: 3

RESPONSIVENESS: GOOD





PRESENTATION 63%

A fair selection of difficulty levels, but not a lot else.

GRAPHICS

82%

Very nice indeed, and remarkably close to those of its coin-op parent.

SOUND

80%

Nothing too astonishing - the usual mix of bangs and booms.

LAYABILITY 89%

Really rather entertaining, and quite easy to get into.

LASTABILITY 67%

Lacks long-lasting appeal because it's rather easy to complete. The difficulty levels add a bit of challenge,

OVERALL 79%

Again, a pretty decent conversion of the coin-op, but only Operation Wolf fans will want to play this for any length of time.



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MEGADRIVE



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POWER-UP CRYSTALS

Wor's first foray into demonic territory is hampered by the fact that his weapons are pretty ineffective and he isn't that fast either. These icons help make a difference...

FEATHER: Increases Wor's speed. Up to four feathers can be collected for top speed!

BLUE CRYSTAL: Increases the power of the blue weapon, to a maximum of five times.

RED CRYSTAL: Adds to the power of the angel's red weapon. Five crystals is the limit.

78





YELLOW: The red and blue crystals are used for this weapon. which fires both in front and behind of our hero.

BLUE: The blue crystals fire a

RED: Draws on the red crystals and emits front-firing photons.



BLASTIN' BUDDIES!

The landscape is dotted with icons with which the angel can switch between his weaponry.











KIND OF MAGIC

Along the path to the demons' destruction, various scrolls can be collected in order to cause yet more havoc to the marauding monsters. Collect the scroll more than once before selecting and the weapon is powered-up further!



MAGIC MISSILES: These homing missiles fly about for a while before choosing a target and destroying it!



GROUND ATTACK: Bolts are fired that run missile-like along the ground until they meet their target. A powered-up weapon sends missiles flying across the top of the screen as well.



version of the lightning bolt. Devastation guaranteed!



ENERGY BALL: A nice defensive weapon. Sends energy balls flying around the screen, destroying all in their path.



LIGHTNING BOLT: Angels loiter around the top of the screen, and can be used to lightning blast a vast proportion of the screen.



several hits



MULTIPLE: Fairies encircle our hero and fire out multiple death-bolts.



WILDFIRE: Once selected, turns all of the angel's fire into larger. more powerful wildfire.

COMMENT



The game concept is remarkable only in the fact that it's exactly like virtually every horizontally scrolling shoot em up - blast

"mup - blast
JULIAN power-up, beat
end guardina, but it's packed
with playability and sports some
stunning graphies. The main
sprite is a bit crummy, but some
of the multi-layer parallax
scrolling backgrounds, special
effects and end-of-level baddies
are absolutely superb. The extra
wapons aren't amazing, but for
fast action, excitement and
most important of ali, a hinity

nost important of all, a highly

ldictive challenge, this takes





Thunderforce 3 has the most Hellfire has

Megadrive graphics around and some pretty spectacular effects, (stunning - if you listen to it through a pair of decent headphones). Heilfire is slightly more playable, but if you're a shoot 'em up junkle who has tired of that classic - check this

GREY IMPORT



RELEASE DATE: OUT NOW GAME DIFFICULTY: MED/HARD LIVES: 3 CONTINUES: 5 SKILL LEVELS: 3 RESPONSIVENESS: WHIZZ



A great mythical feel to the game and loads

of options to tweak as well.

Stunning effects, original design and brill end-of-level bosses. A large variety as well in all six levels.

Get up and get down to the groovy tunes and thrill to the spot-on effects!

Great power-ups, nice responsiveness and literally tons of enemy filth to wipe out!

A challenging game on normal level, If you can beat that, try the hard or hyper-level

Okay, so it's another Megadrive shoot 'em up, but it's great fun to play and is well worth the dough. Go for it!



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NINTENDO GAMEBOY

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C Batman

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GAMEBOY



lex Murphy has been critically injured in the line of Aduty by one Clarence Boddicker, an evil, menacing character employed by OCP's deranged President: Dick Jones. OCP put Murphy back together as Robocop - a metallic law-enforcing monster with a mission - to wipe out the crime wave threatening to engulf Detroit.

This Gameboy version of the movie puts you in control of Robocop, traversing the scrolling screens dealing out murderous mayhem to the punks who infest Detroit. But Robocop is a troubled

titanium-armoured law-enforcing machine, troubled by the mind and memories of Alex Murphy...



ROBO EXCITEMENT

The main gameplay of each level involves our hero simply walking through various stages of Detroit, letting rip with his auto-9 pistol. Punks appear strutting the streets and firing from windows. Later levels see these guys get progressively tougher. End-of-level bosses include the likes of ED-209, which require nultiple hits before their eventual demise



KOE COR



ON THE BEA

The platform based scrolling shoot em up action is interspersed occasionally by bonus sub-levels. One such level is the identikit level, where Robo attempts to match the face of one of Murphy's killers with his scrambled memory.





COMMENT

When I first played this I thought it was very poor, mostly due to the natification of the provided that the provided th



COMMENT



heir best here The sound is just and the

lay is rather annoying Trying to dodge some of the



GRAPHICS AYABILITY LASTABILITY OVERALL







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NTENDO

he World Cup is one of those events that haunts the imagination - and the media. Ever since last summer, it's been impossible to forget the tournament. And just in case your memories were fading, Nintendo have decided to release a World Cup game to help bring them flooding back.

NWC can be played by up to four players, although one or two is the most common combination since you have to have the Four Score adaptor (mentioned in MEAN MACHINES 5) for four-player frolics

Tournament mode pits one or two players against a selection of the World Cup finalists, whereas match play has a one-on-one situation allowing four players (two a side) to compete.

Only one single player on each team is controlled at any time, but options allow choices such as whether the computer-controlled team members will pass, shoot or a mixture of both. Other choices include deciding whether the goalie stays put or tries to take part in the attack!

With a plethora of teams to choose from in the tournament, it's up to you to decide if Cameroon or Italy gets through to the grand final - or will it be England?

NTEN





WHICH SIDE ARE YOU ON? COMMENT Choosing a side is a tricky decision. If you want life to Willen

be easy, decide on Italy or Argentina - they have a bit of not only winning, but also crippling many of the opposition in the process! However, Holland or Cameroon provide more of a challenge to get to the final; their players have a habit of lying down and dying halfway through a match! However, if Matchpli is chosen, it's simply a one-on-one (or two-on-two) ver, if Matchplay Players' positions are altered situation...



After the abysmal showing of the Sega World Cup game a few issues ago, my one consoling thought was that this had to be a vast improvement. Boy, I was wrong. NWC takes football games to a new low. The game system is a total

tow. The game system is a total mass, and only having one player can type and type a

on this screen

Choose your team.

.U.S.A. HOLLAND JAPAN FRANCE CAMEROON RUSSIA

MEXICO

ENGLAND SPAIN BRAZIL W. GERMANY ARGENTINA ITALY

NINTENDO





A goal kick flies over the pitch.



the controlled player



There's nothing like a good football game, and Nintendo W

Cup is nothing like a good football game. Squal, food like parcelled of players flicker their way around the players for their way around the players flicker their way around the players never downat you want them to le even the multitude of what you want them to le even the multitude of what you want them to le even the multitude of the multitude of the players never downat you want them to le even the multitude of t do what you want them to lifty - the players nevel bottons and a four-player game don't help save this - it isn't enjoyable, it isn't fun and it certainly sn't football.

LICENSED EXCLUSIVELY TO TH NINTENDO

Tournament Mode : [1P] (2P) VS Natch Mode (2P) (3P) (4P)

BY: NINTENDO

GAME DIFFICULTY: SIMPLE LIVES: N/A CONTINUES: N/A

SKILL LEVELS: N/A RESPONSIVENESS: POOR







The intro screens do nothing apart from display the options available.

The squat 'n' beefy player sprites look silly and flicker badly. The background graphics

are also dull.

Nothing is out of the ordinary in this department, so don't expect to be thrilled and chilled.

As only one player can be controlled, the rest of the team is redundant. Add the lack of excitement, and it's a total loser.

Although the four-player and tournament options give scope, when the game's as bad as this you won't want to keep playing it.

A hideous game that even the truest football fans should avoid. Come on Nintendo, give us a decent soccer game!



Wacka-wackal PacMan is back yet again - but returns to PacWorld to find everything's gone 3D on him! Unperturbed by this, our yellow spherical hero with the voracious appetite goes on yet another munching spree, out to clear the four levels (Block Town, PacMan Park, Sandbox Land and the Jungly Steps) of video pills, and also see whether he can find Coin World, an all-new secret world.

As you'd expect, PacMan's arch enemy, those pesky ghosts, are back, but Inky, Pinky, Blinky and Clyde have been joined by two new recruits - Sue and Funky, and all six are out to make PacMan's life just as much of a misery as before. The tables can be turned, however, by munching on a power pill, giving PacMan the ability to bite back! If the going gets too tough, however, and PacMan finds himself trapped. ne can also jump over the ghosts' heads to escape!

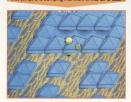






JUMP TO IT

Since making the transition to 3D, PacMan has learned how to jump. If he's in a tight corner, a press of the fire button makes him leap over an oncoming ghost. But watch out - on later levels, the ghosts can also jump, and bumping into them in mid-air is fatal.



A Boing!

COIN WORLD

The Sega version of Pacmania features a whole new level which wasn't in the coin-op. The only problem is that it's hidden, and it's up to the player to find it. Can you find it? The first letter MEAN MACHINES receives which explains how to get to it will win its sender a copy of the next two Tecmagik games, Populous and Shadow of the Beast, Send your entry to: I'M RICH RICH RICH COS I'VE FOUND COIN WORLD. MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



COMMENT



This has got to rate alongside Gauntlet as the most outstanding

laster System onversion yet ull-screen raphics and a ddictive qualit

MATT result in a game which grabs you from the outset and only lets go when you've played the thing to death! Okay, the somewhat repetitive nature of the game could lead to some players relegating this to the back of the software cupboard before (ong. but fans of the coin-op and nostalga freaks will absolutely

A Manic munching

PAC TRACKS

Probably the most famous character in video-game history. during the early eighties, PacMan built up the sort of following now enjoyed by the likes of Mario and the Turtles. At one stage, the amount of PacMan paraphernalia included a mini coin-op, bubble baths, phones, a cartoon series. board game, an album (anyone remember PacMan Fever?), towels, cuddly toys, posters, magazines, clothes, food, watches and a whole host of other stuff. PacMan even went on a national tour across the US to promote the then-newly-released Atari 2600 PacMan cartridge, with crowds of screaming fans having to be

restrained by the National Guard





▲ The secret level - Coin World!



PAC GAMES

PacMan games history is even more chequired, with the original PacMan Ir (a turious misture of a mine jin table and a video game) Super PacMan (a scrolling PacMan game), Mr and Mrs PacMan (a proper pintball table), Professor PacMan (an educational coin-op, of all things)). PacLand (a hot/contally scrolling arcade adventure). Super PacLand (a hot/contally scrolling arcade adventure). Super PacLand (a hot/contally scrolling arcade adventure).



▲ Only a few pills to

COMMENT



I've played what seems like a thousand different PacMan games on a thousand different systems a thousand times

yearent parties of the property of the propert





BY: TECMAGIK

PRICE: £29.99

RELEASE DATE: MAY

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 1 RESPONSIVENESS: GREAT





PRESENTATION 80%

A very nice title screen, with one or

two-player options.

Excellent full-screen graphics that bear a remarkable resemblance to the coin-op.

SOUND

83%

A nice rendition of the arcade music, with the familiar "wacka wacka".

So easy your granny's cat could play it, and

extremely addictive from the word go.

LASTABILITY 84

Loads of skill levels and a mystery level to keep PacFans happy for weeks and weeks.

OVERALL GOO!

A brill conversion of a great coin-op, and a game that you'll play again and again.

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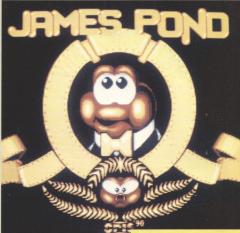
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MEAN MACHINES

90



ames Pond is a dab-hand sub-aqua secret agent: Jand he's urchitt og et started on a mission to sort out a whate-y large-scale problem! You see, he's fed up to the gills with he act an encome, evil Dr. Maybe and his grouper tenchmen - they're creating a large a-mate hasels, errorising the deeps, idenapory fall and putting touc waste all over the place. Help market a whate a boater mess, en? Salmon's got to dish out some short shark shock treatment, and James is the fest in sort first zous.

Has he gut the mussel? There's no point carping on, because certainly lobster do! He can it be co! and flounder about, that's for sure - he's got to get his skates on. So with a winkle in his eye, off he goesand he's not taking plenny reah. If he succeeds, and doesn't cockle it up, he'll be squids in. Can he do it? By cod, eel gupy well haddock py cod, eel gupy well haddock.

Converted from the Amiga, James Pond is a highly original exploration/arcade-style game which features some brillian ir graphics and plenty of neat touches. The game is out in May, and we'll be reviewing it next issue (and we won't have any lish jokes in the review promise!).

James grabs a big chest!



PGA TO

GA-Tour Golf is a conversion of the stunning PC Compatible golf game which took America by storm late last year. Featuring four different courses, club selection, a variety of different modes of play and an amazing 3D view where you literally fly over the golf course, it's a truly excellent golf game.

As you'd expect, there's a multi-player option, tournaments, practice greens and driving ranges - and there's even a battery-backed RAM so you can save your position and carry on at a later date!

PGA Tour Golf will get a full review next month, so you've got plenty of time to order some lime green and purple plus fours and a nice pink pringle jumper!





The screenshots featured on this page are from a very arriversions lead to think page are from a variety ersion of the game, and the graphics aren't cute yet finalised. The end product will have graduated backgrounds and will be even more colourful - what a treat for the old eyeballs, eh?



3 00000000

Keys free the caged lobsters





DATE: MAY GAME DIFFICULTY: MEDIUM LIVES: 5 CONTINUES: TBA SKILL LEVELS: 1 RESPONSIVENESS: GREAT























GAME DIFFICULTY: MEDIUM LIVES: N/A Continues: N/A

SKILL LEVELS: 3
RESPONSIVENESS: SUPER











発売間近

BEO BOY

Trouble's brewing on the planet Blobolonia, and one of the planet's inhabitants - a small white shape-shifter which changes form when fed jellybeans [7], who just happens to be on vacation on Earth - has to return home to sort it all out. He's not alone, though - you've been recruited to aid the "Blob" in his quest.

That's the basis for this cracking new NES game, written by Dawid Carne (author of Activision's excerd-breaking Ghostbustens). A Boy and his Bibb is one of those titles that corduses a first, then grabs you by the neck and won't let go. The graphics are advolutely brilliant, and the animation (which unfortunately can't be reproduced with mer acreenshots) is nothing short of hisrious - especially the Bibb, which bumbles along with either a look of happiness or sher indignation on its "face"!

Rest assured, we'll be reviewing this one as soon as we can!





MEAN MACHINES



I'm forever blowing bubbles.





W Ah, food time!







Er, this doesn't go anywhere









Uh oh, that Blob doesn't look too happy!



The Blob goes into ladder mode!

CRANE'S CREATIONS

Although not a familiar name these days, David Crane was responsible for some of the biggest-selling games in computer history, none bigger than Activision's Ghostbusters, which is the highest-selling title in computer history to date. It was also one of the first titles to utilise sampled speech in any decent fashion (although the Spectrum version sounded like someone trying to gargle with a mouthful of porridge!). Crane's other titles include Pitfall and the brilliant Pitfall II, both platform-based jungle romps which appeared on the Atari VCS way back in the early 80s(Sega were so impressed with Pitfall II, they went as far as to turn it into a coin-op!). A special mention must also go to the Little Computer People project, a brilliant and revolutionary sort of "game" which gave you a *real* computer pet person who lived inside your machine and appeared on your screen which you could talk to and look after



RELEASE DATE: TBA GAME DIFFICULTY: MED LIVES: 5 CONTINUES: 0 SKILL LEVELS:

RESPONSIVENESS: GREAT







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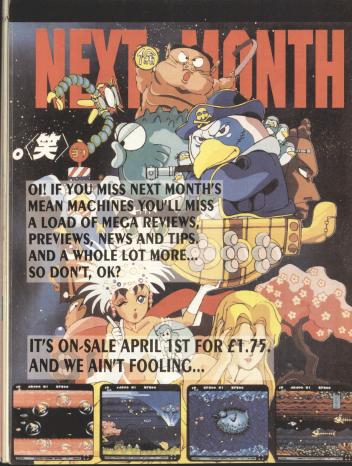
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